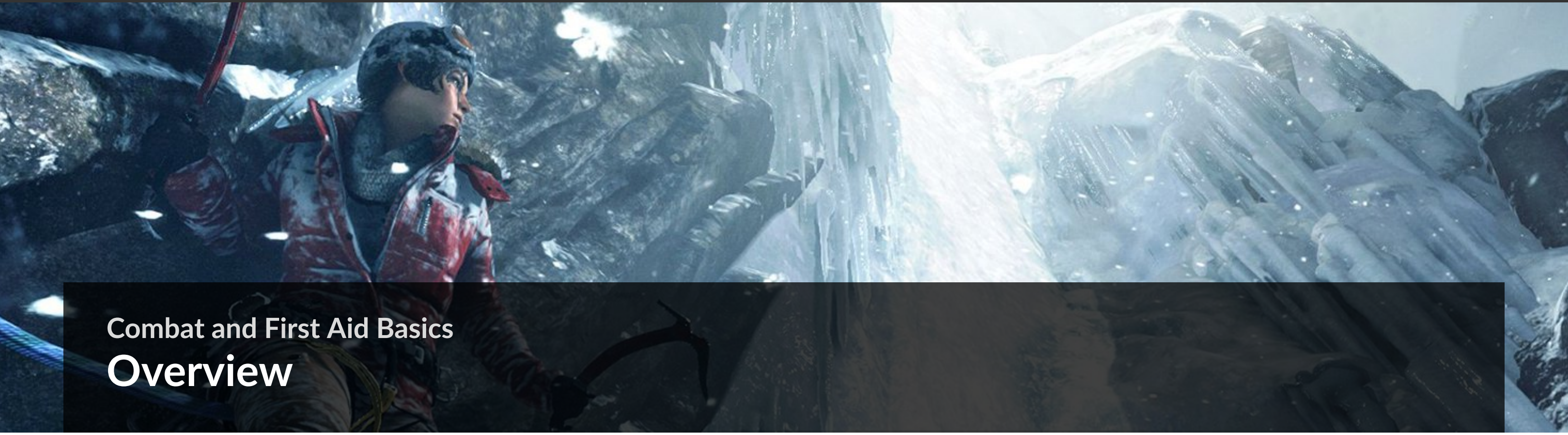
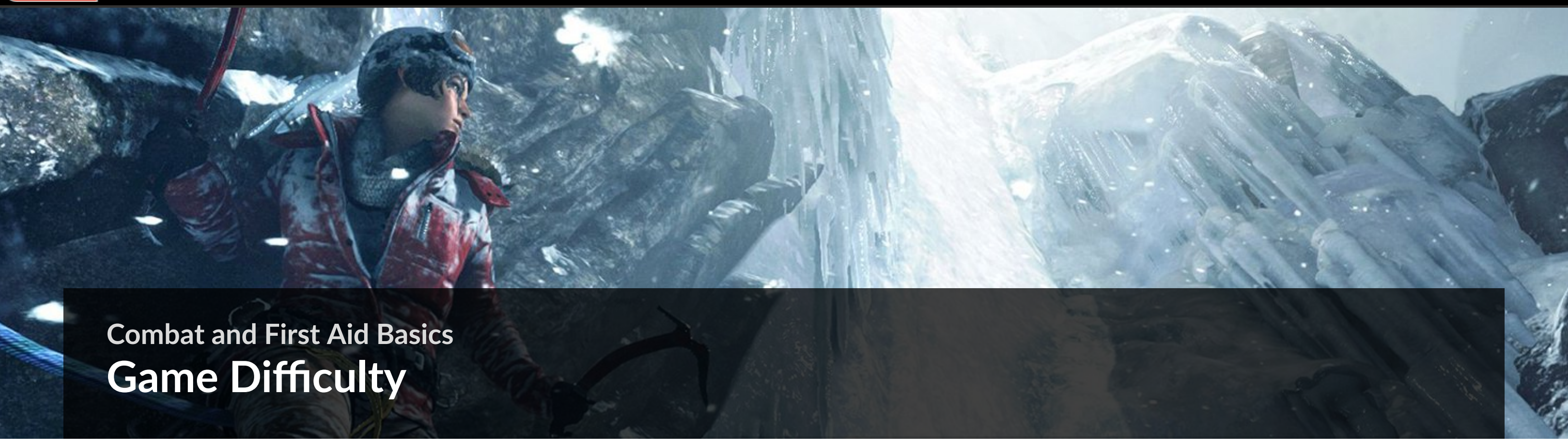


Combat and First Aid Basics

Overview

We’re about to discuss Lara’s movement, fighting abilities, skills, and the way that she’ll get through the main game. Even if you played the last entry in the series, there are a few major areas to pay attention to. Searching for Collectible Items and Skills have the areas with the most going on here, while the earlier sections of this chapter explain the basics for people who aren’t as familiar with the game.



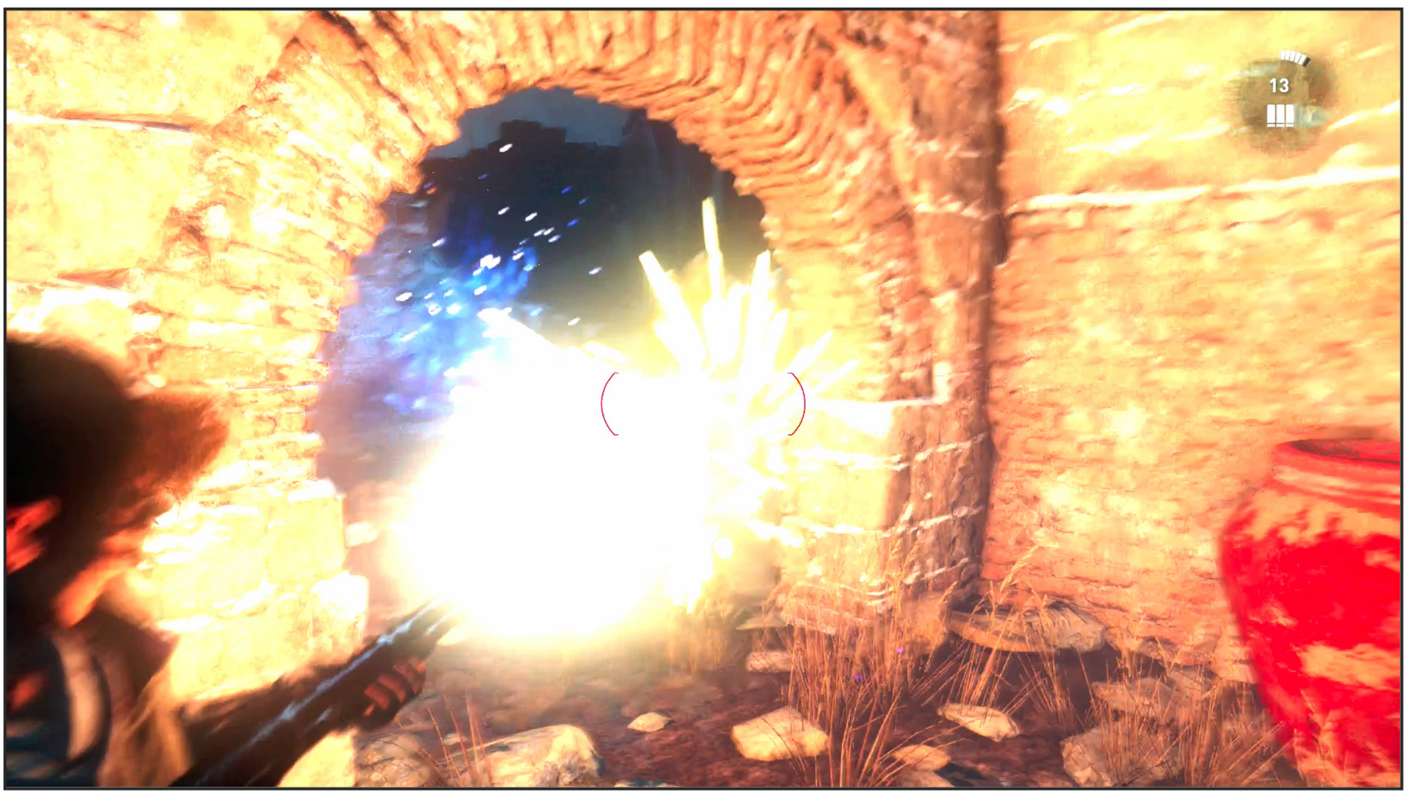
Combat and First Aid Basics

Game Difficulty

Before anything else, you should decide which difficulty you're going to play on. There are major changes in the game if you choose to take on a higher level, and they aren't as simple as enemies have more health, you have less, etc. Lara has to gather more materials to survive. Upgrades cost more. Enemies sometimes get to fight back instead of being taken down by surprise.

If you want a very exciting experience and aren't afraid of the extra work up front, choose Survivor right off the bat. The game still won't punish you brutally for deaths, so it's not a frustrating experience even when you need to take a couple of tries to complete a given section.

MAJOR GAMEPLAY CHANGES



» Lara's healing is heavily restricted in higher difficulty modes. She stops regenerating during battle, and then she stops regenerating health altogether (meaning that you need to use healing items to restore any damage that you take).

» Some Base Camps require Hardwood to light the fire in Survivor Mode.

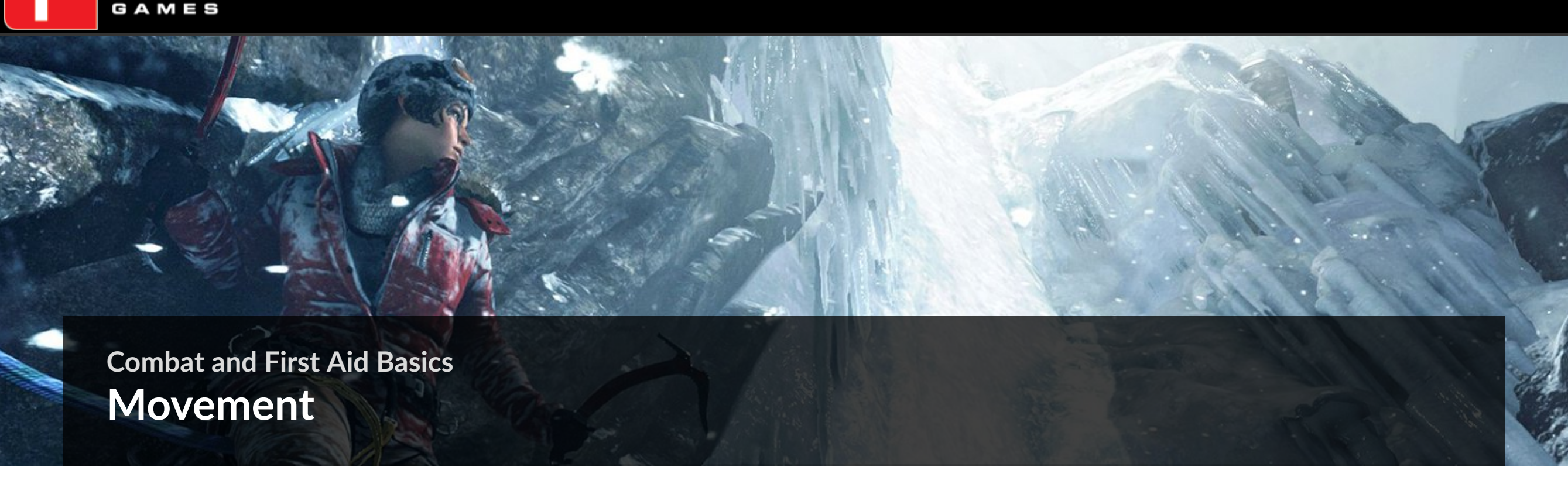
» Takedowns sometimes require a quicktime event and a couple of more seconds to complete in Survivor, allowing other enemies a chance to see what's going on.

» Lara drops quickly from enemy damage in the higher difficulty modes. You can't afford to charge people down if they see you coming.

» Weapon and equipment upgrades cost more resources, ensuring that Lara has to spend more time and go further into the game before getting things that she really needs.

» Aim Assist is turned off for all modes above Adventurer.

» Enemies are more aware on the higher two difficulty levels, making it trickier to stay in stealth and pick off your opponents before triggering a real fight.



Combat and First Aid Basics

Movement

WALKING AND RUNNING

The most basic ability that Lara has is to walk around. Use the left control stick to meander through a room, pushing left or right, forward or back, to control Lara's movement. The harder you push in a given direction, the faster Lara moves. To make her sprint, push down the control stick. This lets Lara go as fast as she can. Use that to reach distant cover, to cross larger areas, or to charge enemies that don't have their weapons already aimed at your head!

JUMPING AND FALLING

Use Ⓐ to jump. Lara can jump straight up to reach ledges or climbable walls. Or, she can get a running start and leap across various gaps. Lara can also wall scramble by jumping against a smooth flat surface and pressing Ⓐ to jump up the wall. Later, she can even jump and grapple to reach higher areas.

If you miss a jump, Lara falls. She won't take any damage from minor falls, but her health drops if she goes too far. In some areas, there are fatal drops that cause you to die instantly regardless of your current health level. Luckily, the game resets you very close to these falls if you die.

CLIMBING

Interact with climbable walls to drive your Axes into them. Lara can then climb around on the rockface, moving left or right, up or down on the vertical surface. Look for the rough edges of the climbable section so that you know where you're allowed to go.

It's still possible to jump off of these walls. Use Ⓐ to jump toward other ledges or rockfaces, or Ⓑ to drop off of your current wall. Only drop if there is something solid under your feet (or another climbable section to catch). You can also press X to attach or reattach to the wall.

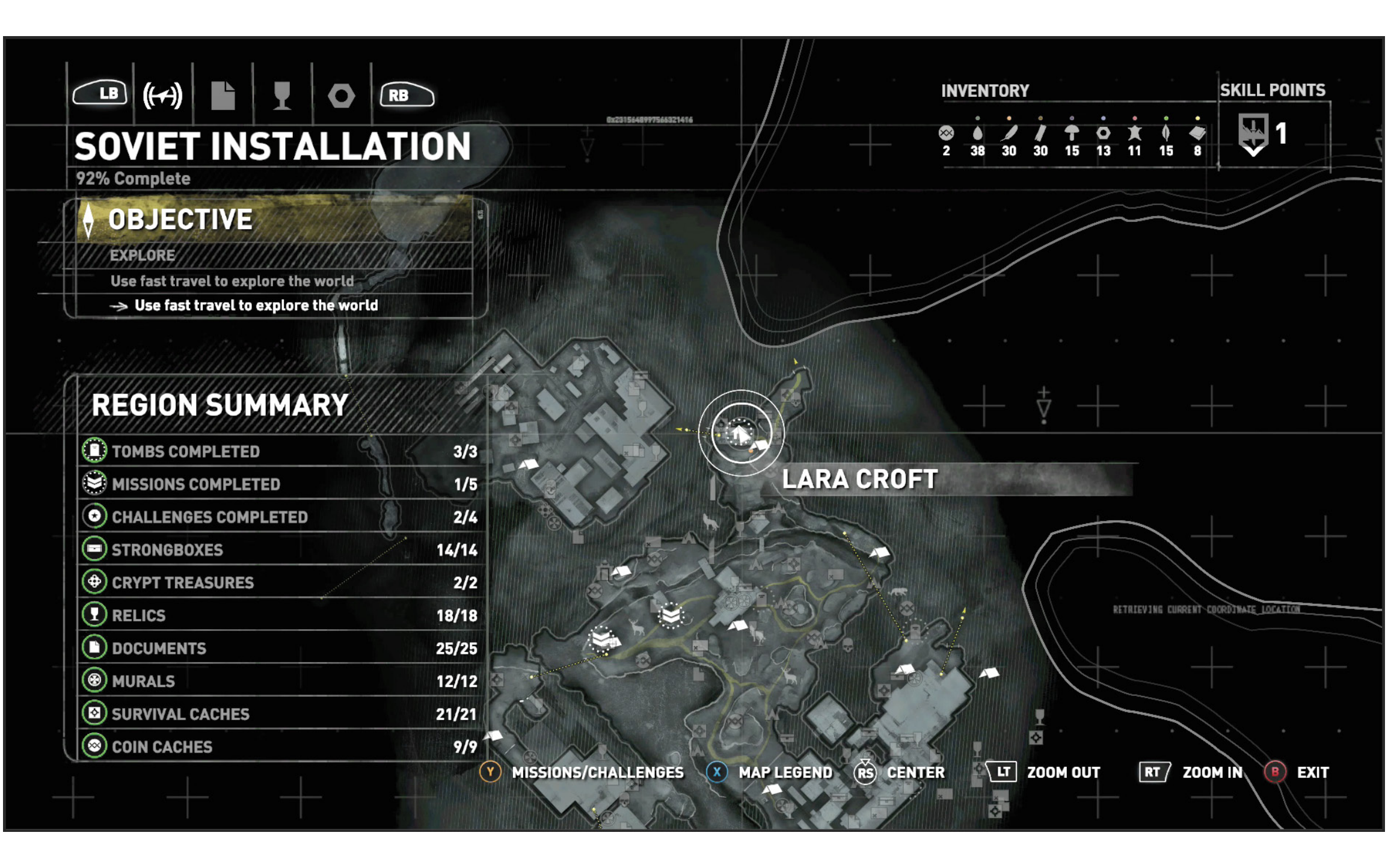
If you're really bold, jump up a rockface and grab hold of the wall higher up. This lets Lara climb areas very quickly, but you need to stick those landings or else it's a long way down. Practice this if you're a speed fanatic and like getting through areas as quickly as possible.

SWIMMING

There are quite a few rivers, ponds, and sewers throughout the game. Lara starts swimming naturally as soon as she gets into deeper water. The movement controls are very similar to the walking commands.

In extremely deep water, you're allowed to dive under the surface by using the Left Trigger to dive and resurface. This is requires for getting through multiple sections of the story, and it's also a way to find a few extra treasures. We'll point out all of the goodies and their hiding locations in the Collecting Treasures chapter.

USING YOUR MAP



SOVIET INSTALLATION
92% Complete

OBJECTIVE
EXPLORE
Use fast travel to explore the world

REGION SUMMARY

TOMBS COMPLETED	3/3
MISSIONS COMPLETED	1/5
CHALLENGES COMPLETED	2/4
STRONGBOXES	14/14
CRYPT TREASURES	2/2
RELICS	18/18
DOCUMENTS	25/25
MURALS	12/12
SURVIVAL CACHES	21/21
COIN CACHES	9/9

After you complete the first area of the game, Lara gets access to the map system. This is extremely powerful, and you are going to use it often as you play through the game. Everything pauses when you bring up the map, which makes it easy to plan your next activity well.

The map reveals collectible items that you've already discovered or collected, as well as items you know about because you've found an object such as an explorer satchel, archivist map, or monolith which reveals their locations. It also has objectives, Base Camps, hunting spots, and just about anything else that the game has to offer. Mark something that you're trying to find if you want it to show up as a secondary objective after you leave the map screen. That is quite effective when hunting for Coin Caches and Survival Caches.

From the map screen, you can switch to a few other systems using the bumpers. Cycle through the map, Documents, Relics, and Resources windows. Each has a fair bit of information. Documents and Relics are threadbare at the beginning of the game, but they'll fill out with tons of information as you proceed. As you look through these collectibles, notice that the ones you haven't found are still given locations (Located in "Map Name"). This gives you a heads up for places to search for the items that you still haven't discovered.

You can also look at each map individually and see the collectible items that it lists. If you don't have everything completed, you know that there is still hunting to be done there!

INTERACTIONS

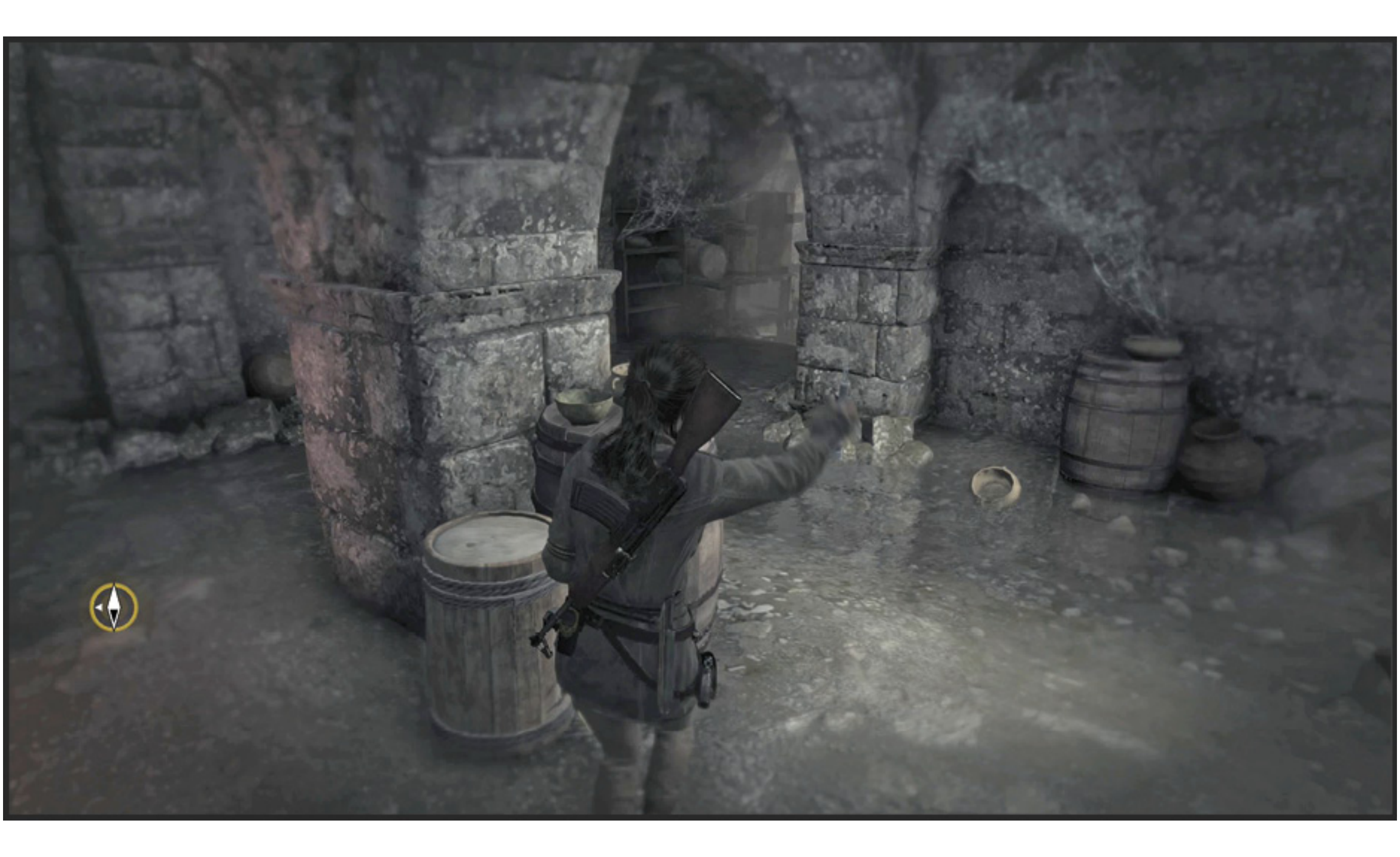
Lara is able to Interact with quite a few things in the environment. Break open boxes, doors, and lockers by approaching them and starting the Interaction. For tougher boxes and doors, you tap Ⓧ to smash the item open.

Lara also uses Ⓧ to search bodies, harvest plants, and to pick up collectible items. You benefit from tapping the Interaction button often while searching through crowded rooms because you might snag something that you didn't even notice!

SCRAMBLE

Use Ⓑ to Scramble. Lara ducks and hurries in the direction that you press. This gets her to cover quickly and safely if there is any cover to be found in the direction you're heading. You can also Roll by tapping Ⓑ again quickly after Scrambling to swiftly move to cover. This is also a decent way to avoid a melee attacker that is getting too close for comfort. Scramble away and use your ranged weapon to light up the creep who is attacking you.

SURVIVAL INSTINCTS



Press the right control stick down to trigger Survival Instincts. You can do this every few seconds, and the effect lasts until Lara moves. While Survival Instincts are active, she sees the world in almost black and white. Every color is muted, except for a yellow glow around special objects. This highlights treasure, ammo, climbable walls, special doors, puzzle objects, and enemies.

Hostile targets in yellow cannot be seen by other hostiles (thus, they're isolated). Red hostiles can see each other, and you won't be able to pick them off as easily. You'd need to use very fast weaponry or explosives to take out the entire group. It's always better to kill the isolated targets first.

Use Survival Instincts as often as you can to ensure that you don't miss useful items. Especially rely on this power when you're working on puzzles. Lara automatically can sense which items are involved in these puzzles, so all of the important items glow. That sometimes is a good hint for what you need to do!

STEALTH

Stealth is a great way to win fights without having to actually risk your life (much). Lara can stay outside of enemies' line of sight. There are many ways to do this: keep Lara at long range, use cover, stay inside bushes for superior concealment, and move behind patrollers so that they won't see what you're doing. Lara can also climb trees and sit on tree branches to avoid enemies spotting her, waiting for the opportune time to strike!

It's extremely hard to get through the game without taking out dozens of your enemies. Lara is not a pacifist. Because of this, stealth is not always a way to avoid combat, though it certainly can be in certain situations. This usually takes more effort than charging in, guns blazing, but with work and patience, it can be a much safer option. Stealth is also often a way to get a strong advantage in combat. When you see a group of six enemies, the trick is to eliminate four or five before the others realize that they're under attack.

Done perfectly, Lara can absolutely clear entire areas of her enemies without being spotted.

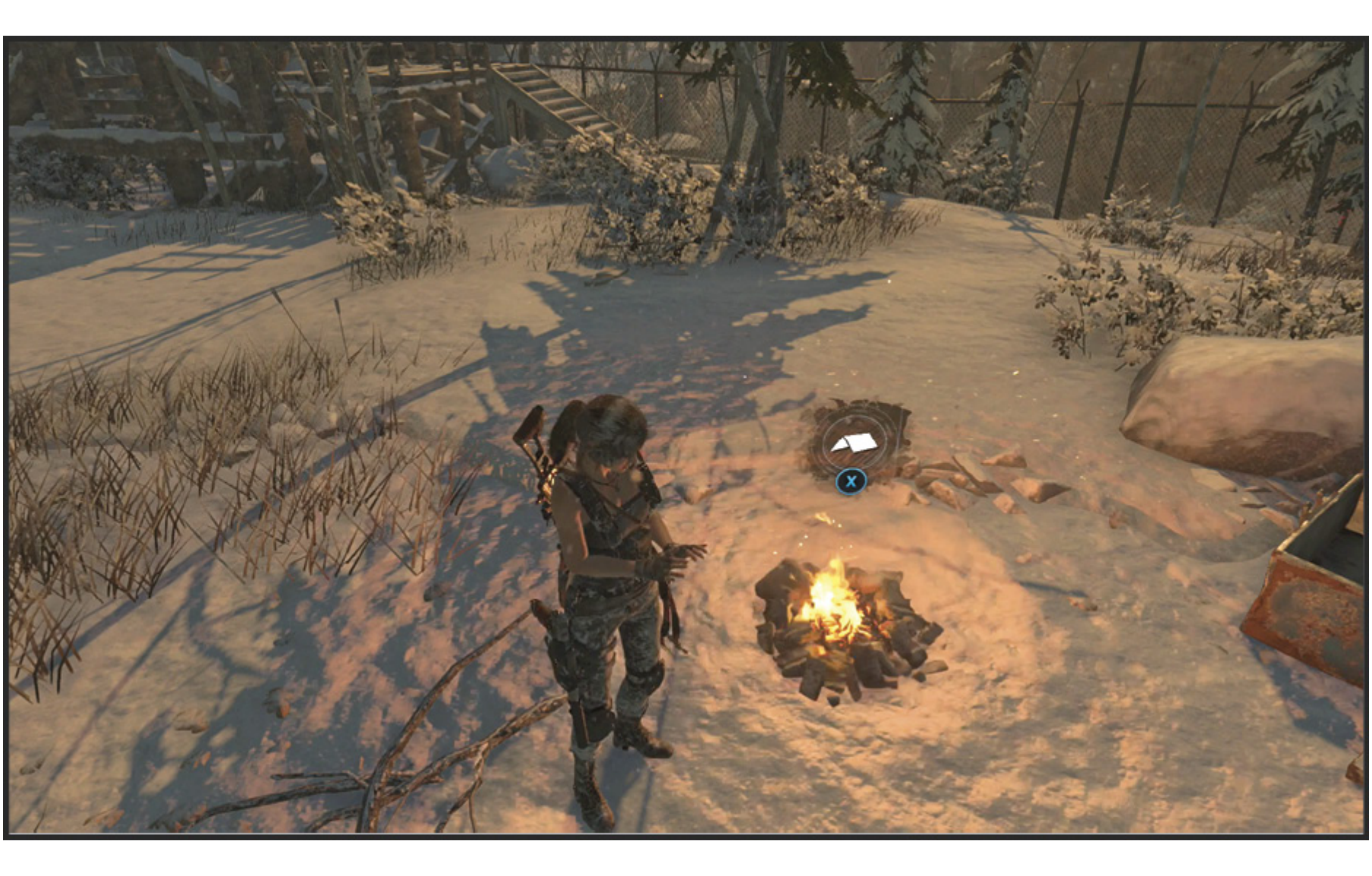
The Bow is your best early weapon for stealth kills. It has range, silent attacks, and high damage if you score headshots. Once you get Suppressors for the Pistol and Rifle, those weapons become potential stealth weapons as well.

During stealth ambushes, you need to aim for the head with everything you use. Headshots kill unarmored targets instantly. This prevents them from calling for help. Silent weapons and headshots keep you from being detected unless another enemy directly sees what is happening.

Use Survival Instincts to detect isolated (yellow) targets, and snipe them first with silent, headshot attacks. Poison Arrows are great for this as they allow you to silently take out multiple enemies. When all of those enemies are gone, use either an explosion to attack the remaining group, or snipe one of their members and attack everyone else as quickly as you can to keep them before they realize where Lara is hiding.

Enemies that are alerted because of bodies or noise won't see Lara automatically. They spend a few seconds looking around in confusion. Use that time well to set up another free kill before the battle *really* starts.

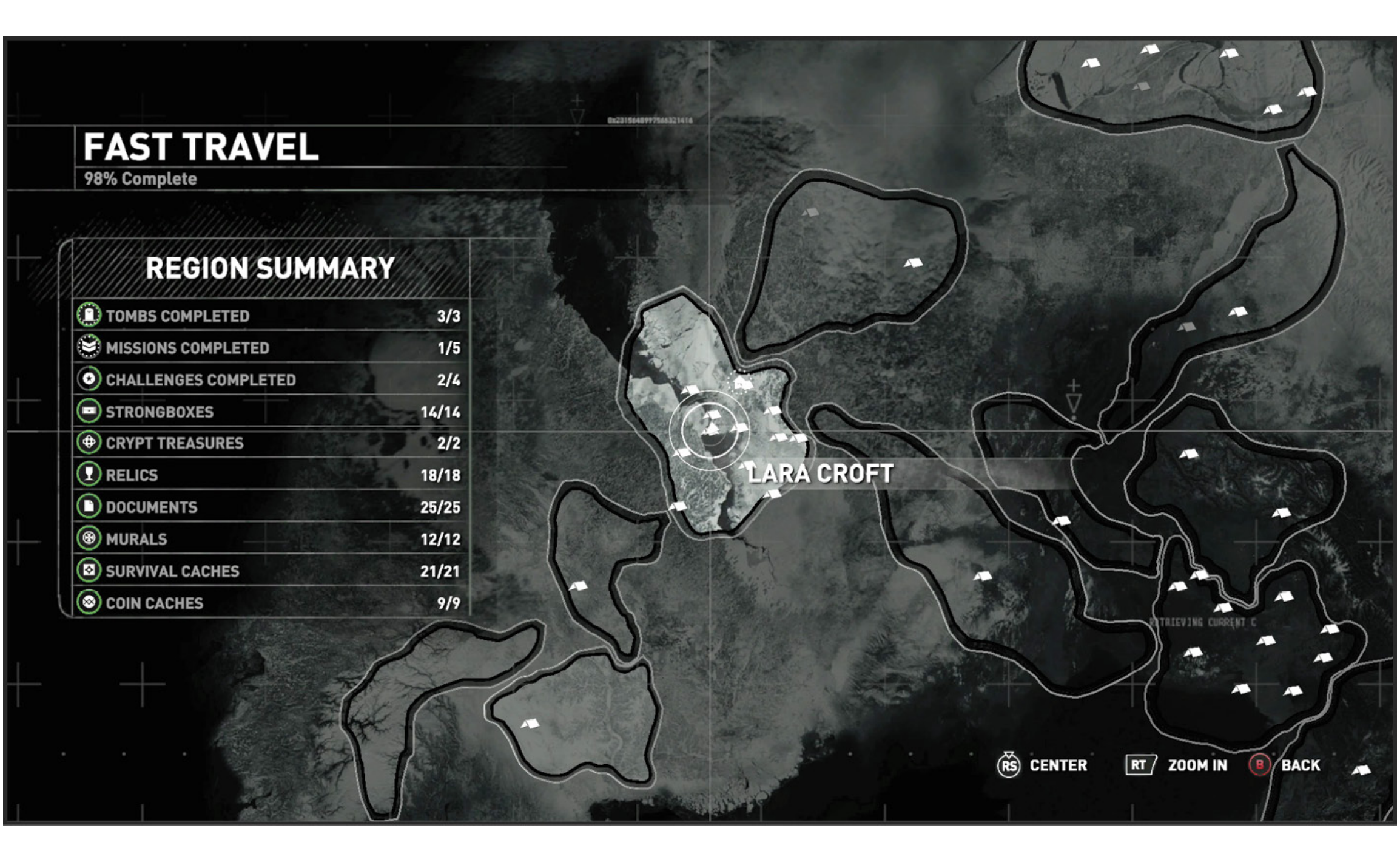
BASE CAMPS



Base Camps are sites where Lara can craft ammo and new equipment, use skill points, switch weapons, improve equipment and weaponry, switch outfits, or Fast Travel. These are very important locations to discover because they have so many nice functions. Some Base Camps are found as part of the main story, but there are also quite a few of them off the beaten path. Try to find as many as you can so that Lara can travel around the region quickly and safely.

On Survivor difficulty, you need several pieces of Hardwood to activate some of the Base Camps. Always keep spare Hardwood around for this very purpose.

FAST TRAVELING



FAST TRAVEL
98% Complete

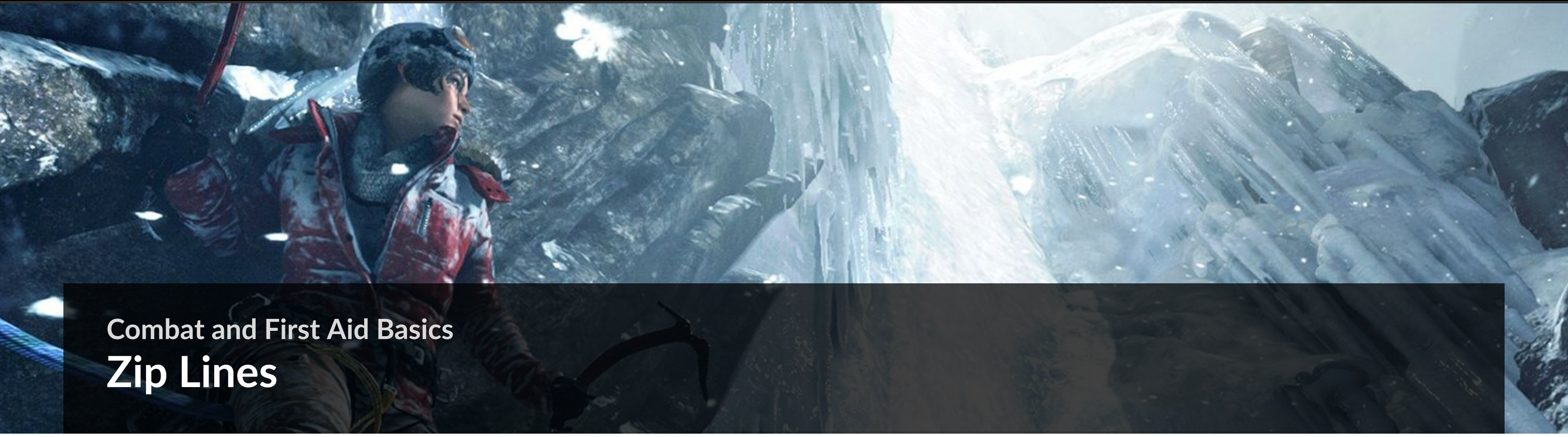
REGION SUMMARY

TOMBS COMPLETED	3/3
MISSIONS COMPLETED	1/5
CHALLENGES COMPLETED	2/4
STRONGBOXES	14/14
CRYPT TREASURES	2/2
RELICS	18/18
DOCUMENTS	25/25
MURALS	12/12
SURVIVAL CACHES	21/21
COIN CACHES	9/9

If you're at a Base Camp and there aren't any special events taking place, Lara can instantly switch to any other Base Camp that she's discovered. This Fast Traveling lets you see earlier parts of the game where you might still have collectible items to uncover.

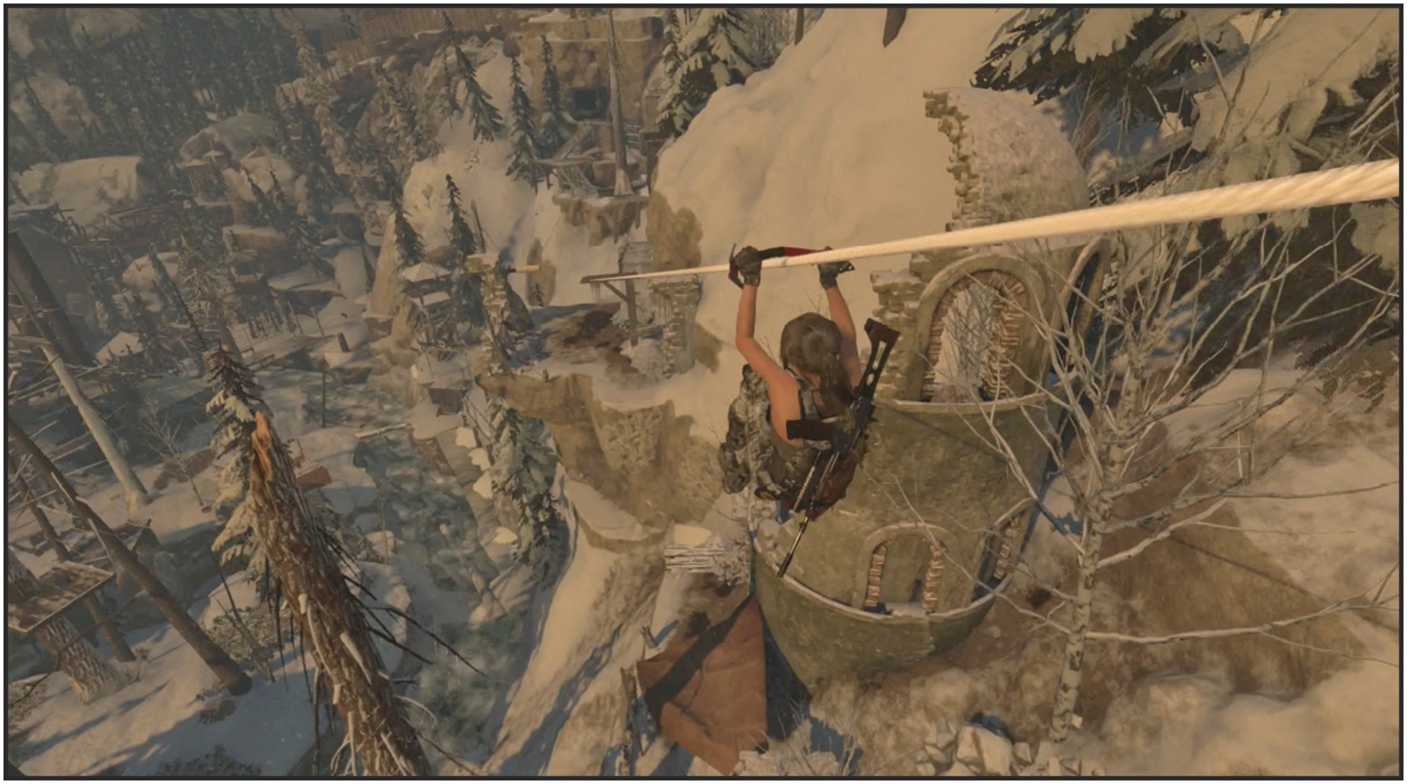
This is also a way to boost your resources. Return to earlier areas and scour the locations for animals to hunt, plants to harvest, and maybe some boxes of materials in the more settled locations. All of these things regenerate over time, and it's good to collect them periodically so that you can keep your resources topped off.

The higher your difficulty level, the more important it is to go on harvesting runs!

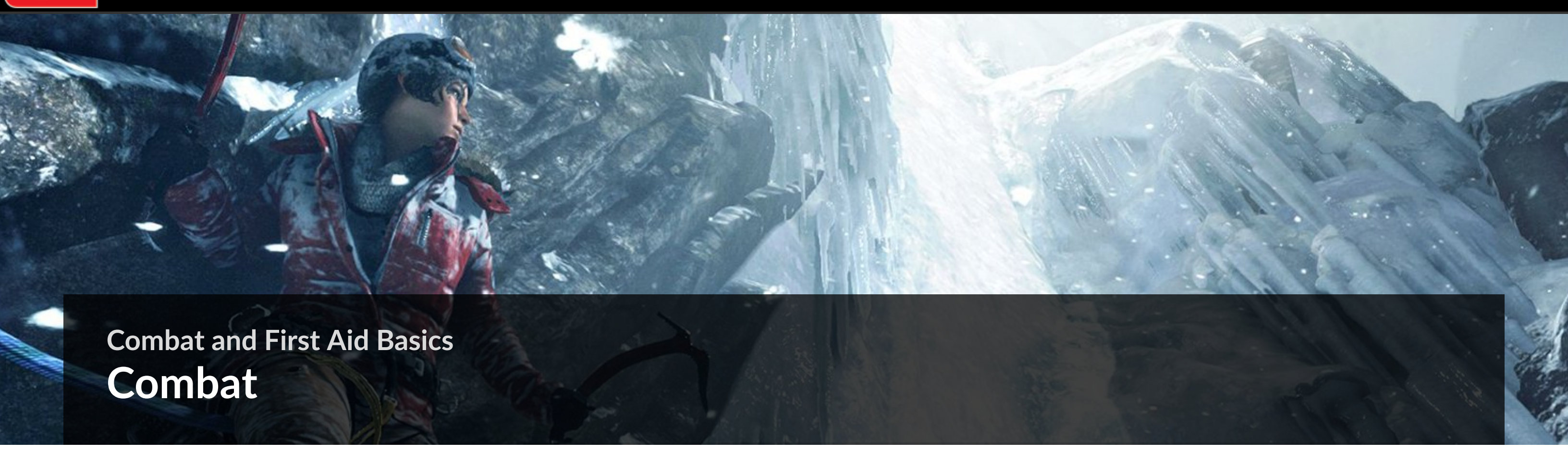


Combat and First Aid Basics

Zip Lines



Lines are strung between bundles of rope around the world. Once you get the Rope Arrow, Lara can make her own zip lines as well. She can climb up these or zip down them without any major risk or delays. This is mostly an automated process, though you're allowed to drop off of a zip line at any time. Usually that's fatal, but there are a couple of specific moments where it's useful.



Combat and First Aid Basics

Combat

HUNTING

Food isn't an aspect of this game, but Lara still needs to hunt animals for their Hides. These items upgrade weapons and equipment, so you need quite a few of them. It's entirely possible to hunt with any weapon in your arsenal. Lara still collects Hides from animals even if they're killed by heavier weaponry. However, the Bow is your most traditional weapon for hunting.

Use Survival Instincts to spot the animals as you move through the wilderness. There won't be many targets to hunt in ancient tombs or ruins, but outside in the wild there are legions of rabbits, deer, and other creatures. They all glow when your Survival Instincts are in use, making it easier to find and kill them. Use tree blinds to get a clear line of sight on your prey, while reducing the chance that the animal sees or hears you.

To further improve the process, look into Hunter skills like Animal Instincts (to see blood and footprints while tracking animals). Master of the Land helps you find more exotic animals, which have rare materials. Anatomical Knowledge comes from a Codex, but that one lets you see animal hearts. Attack those areas for maximum damage against your prey.

Always loot your kills, and return to Base Camp to craft your improved items once you have enough loot to work with.

ENVIRONMENTAL DESTRUCTION

There are times when Lara can hurt her enemies by damaging things in the environment around her targets. Shoot at red barrels to blow them up, killing or wounding all nearby enemies. Pull down a balcony that has a Rope Coil attached to it.

Always be on the lookout for these opportunities. Survival Instincts make items glow if they're useful, and all explosive items are included in that category. Scout your battlegrounds before engaging anyone so that you know how to exploit the environment.

DISTRACTION

DISTRACT WITH OBJECTS
Distraction objects can attract a number of enemies.

Many of your enemies can be distracted. Pick up Bottles or other small objects, and throw them to the other side of a room. Enemies normally turn toward the sound, allowing Lara to sneak to better cover, attack targets with a deadly Takedown, or have more time to line up a sniping shot without worrying about being seen.

Stay concealed or behind cover while preparing your throw. You don't want to be discovered before people are properly distracted. Many of these same objects can be crafted into offensive weapons using resources as well.

MELEE

Lara's Axes make melee attacks entirely viable. Press Y several times to chain a series of blows together, doing massive damage to your opponents. With a couple of upgrades, this allows Lara to kill even armored targets quickly. The downside of melee combos is that Lara won't have cover, so any other targets in the region are likely to attack her and deal heavy damage. Try to save melee attacks for the last person in a group, or hide behind a wall so that only other melee attackers come to you. Finish them off while you're still hidden from ranged enemies, and then come back for those guys after you're done brawling.

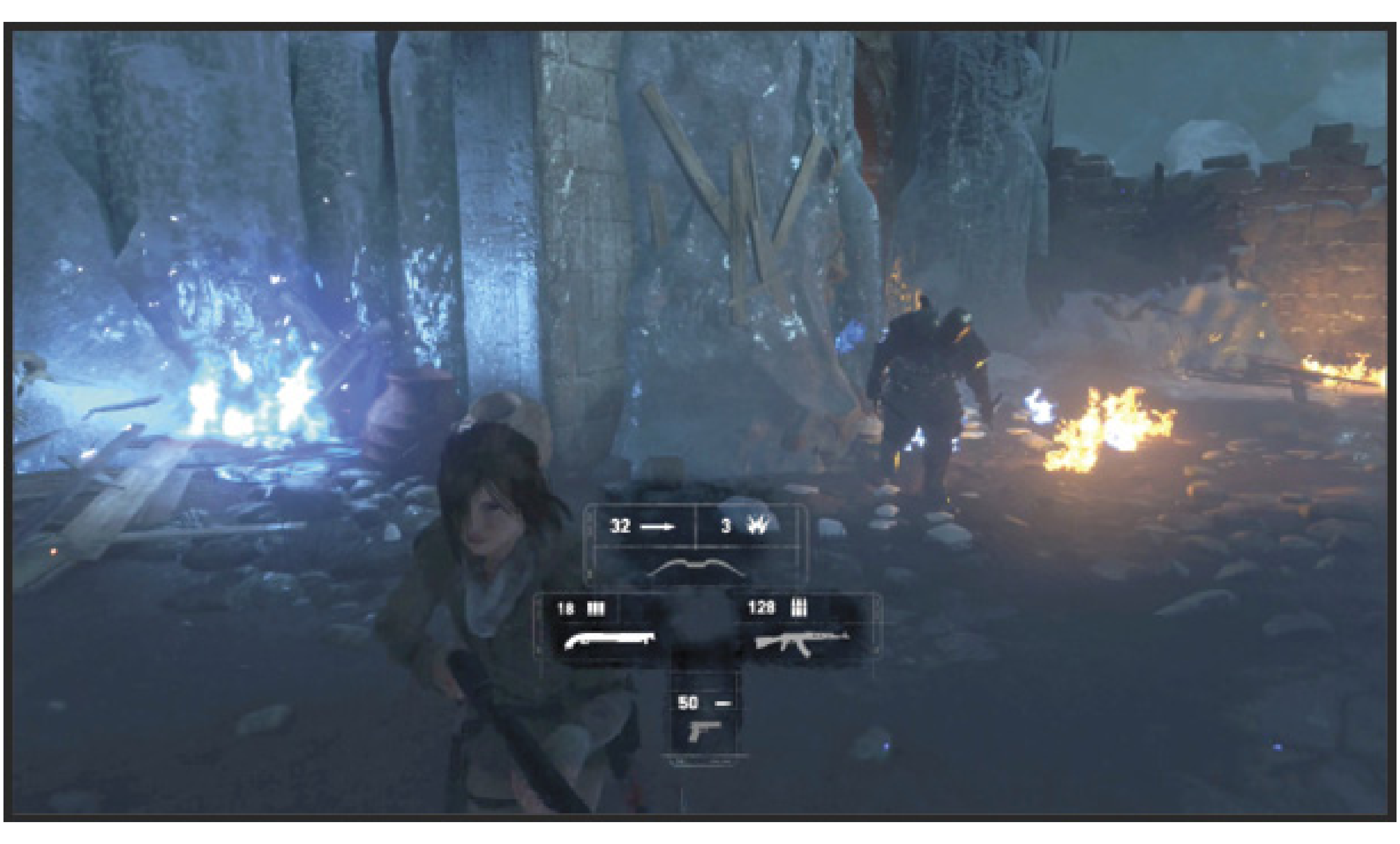
RANGED COMBAT

The majority of Lara's fighting is done at range. With Bows, Pistols, Rifles, and Shotguns, she is able to take out a huge swath of targets without risking her life (as much). Always stay behind cover when fighting at range; this dramatically improves your survivability.

All of your targets are tough. Wolves, Soldiers, Enforcers, and Deathless all have one thing in common: they don't want to die. Shots to the body kill everything eventually, but they'll struggle and push on to try and defeat you until all of their health is exhausted. Whenever possible, use headshots to eliminate your opponents almost instantly. In animals, you can line up a heartshot for the same effect. This requires superior aim and skills, but it's very effective once you get good with your equipment.

Also, make sure to line up headshots before engagements so that you always start a fight with an instant kill. Never waste your initiative on a regular body attack.

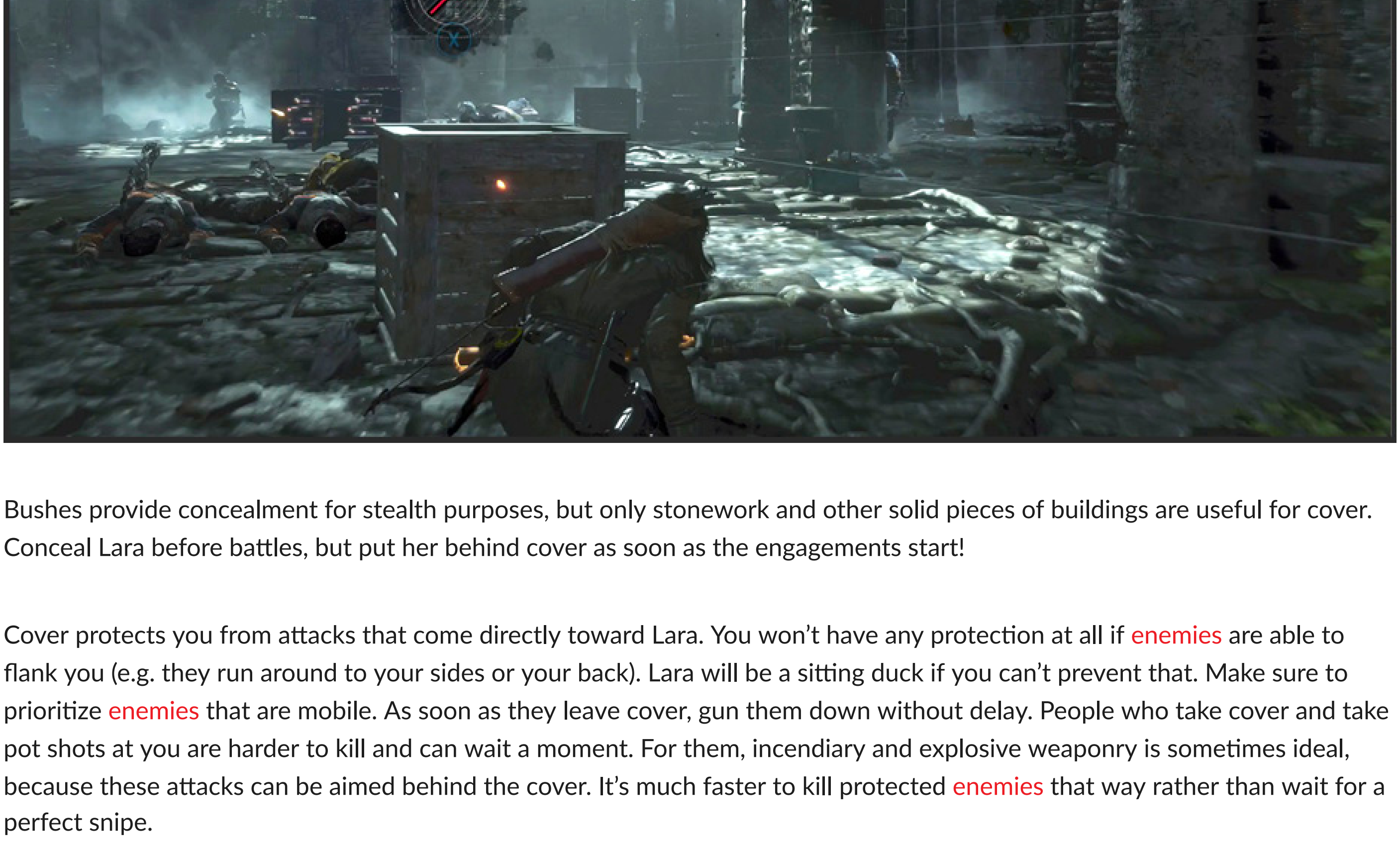
SWITCHING WEAPONS



Lara soon gets a variety of weapons. She can switch between her major types of weapons and ammo at any time. The D-Pad lets you alternate between your Bow and firearms. To select different types of Pistols, Rifles, Bows, etc., return to Base Camp and use the Weapons menu to try out different items.

Make sure that your arsenal complements itself. If you take a Bolt-Action Rifle (superior at maximum range), then make sure to choose a Shotgun that can handle multiple short-range targets. The Full-Auto Shotgun, for example, is good at this. On the other hand, if you take a fast Rifle like the SMG, you can waste soft groups that are close by, but you need a sniping weapon (the Compound Bow) and a Shotgun with better firepower to kill heavy targets (Break-Action Shotgun).

USING COVER



Bushes provide concealment for stealth purposes, but only stonework and other solid pieces of buildings are useful for cover. Conceal Lara before battles, but put her behind cover as soon as the engagements start!

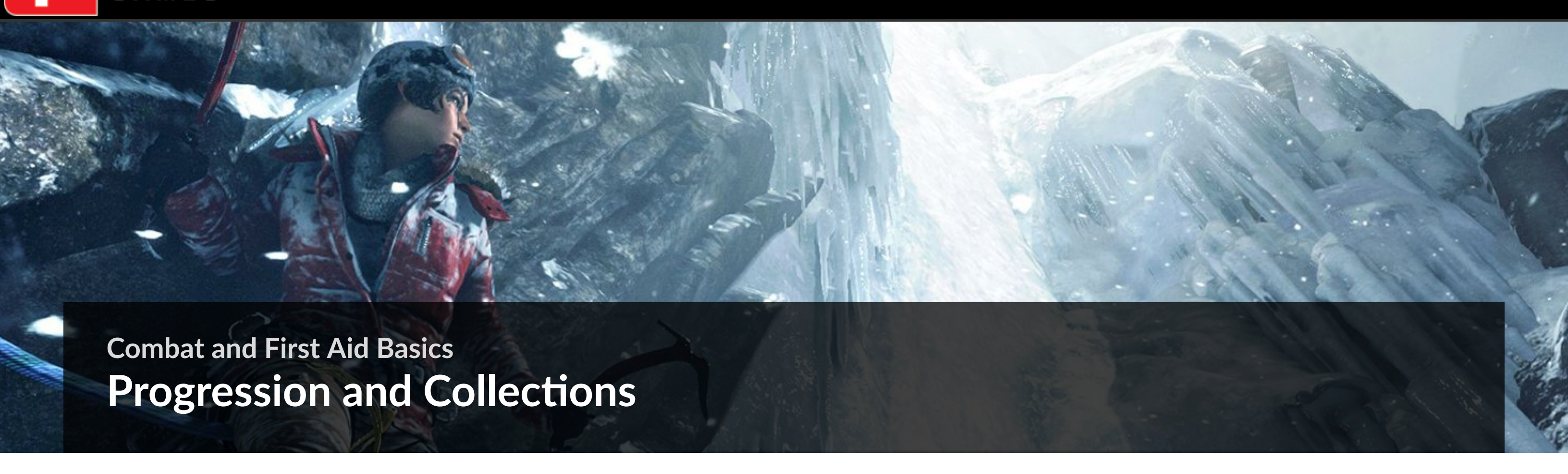
Cover protects you from attacks that come directly toward Lara. You won't have any protection at all if enemies are able to flank you (e.g. they run around to your sides or your back). Lara will be a sitting duck if you can't prevent that. Make sure to prioritize enemies that are mobile. As soon as they leave cover, gun them down without delay. People who take cover and take pot shots at you are harder to kill and can wait a moment. For them, incendiary and explosive weaponry is sometimes ideal, because these attacks can be aimed behind the cover. It's much faster to kill protected enemies that way rather than wait for a perfect snipe.

HEADSHOTS AND ARMOR

XP +25
HEADSHOT! X6
10
4

As mentioned earlier, headshots deliver a huge amount of bonus damage. You are able to kill most targets instantly with a successful headshot. Use your Bow and careful aiming to quietly eliminate isolated enemies without having to close to melee range.

Armored targets, like Enforcers, don't die to headshots until their armor is knocked off. They are not easy targets to kill, so you have to focus fire on one area of their body. Knock off the armor there and then continue firing at the exposed flesh.



Combat and First Aid Basics

Progression and Collections

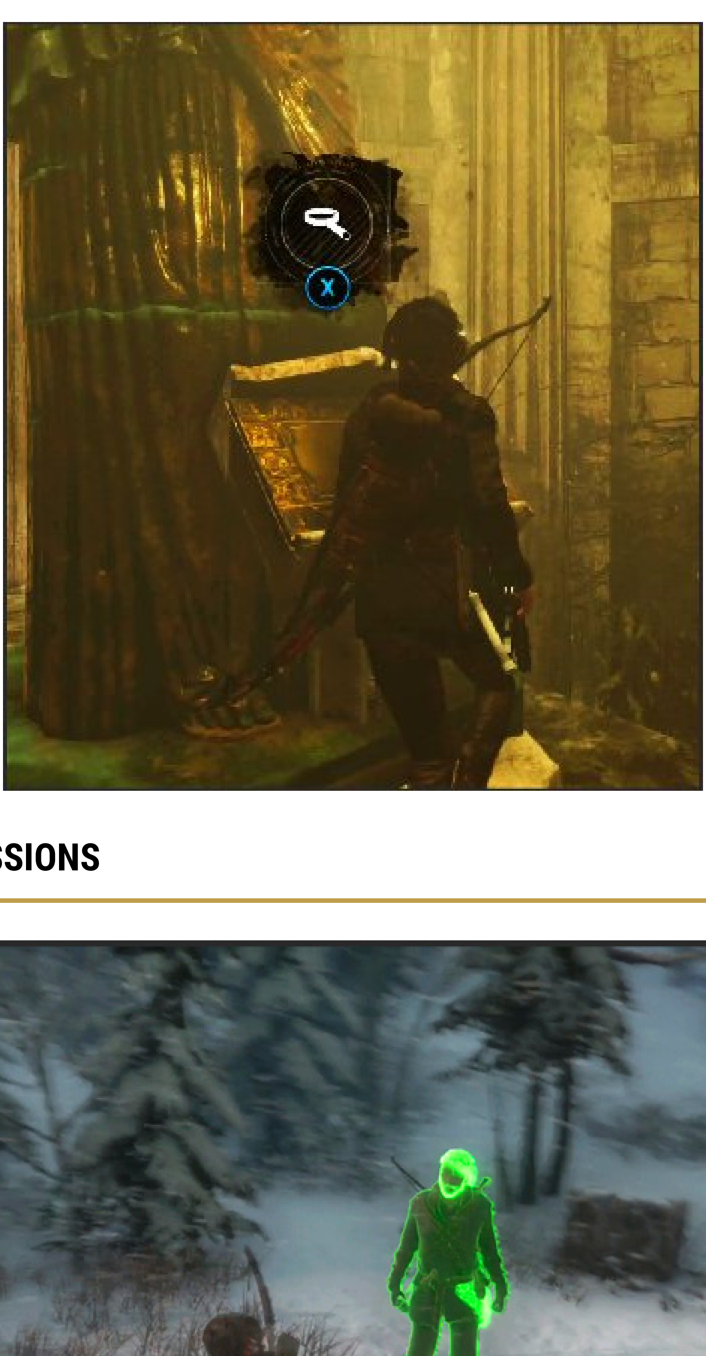
FOLLOWING OBJECTIVES

The main story takes you through the world from one objective to the next. Use your map and Survival Instincts to locate these objectives. Look for the diamond marker on the HUD or the large, gold beacons when using Survival Instincts. Objectives are not hidden, so it's always clear where you need to go when it's time to advance the plot.

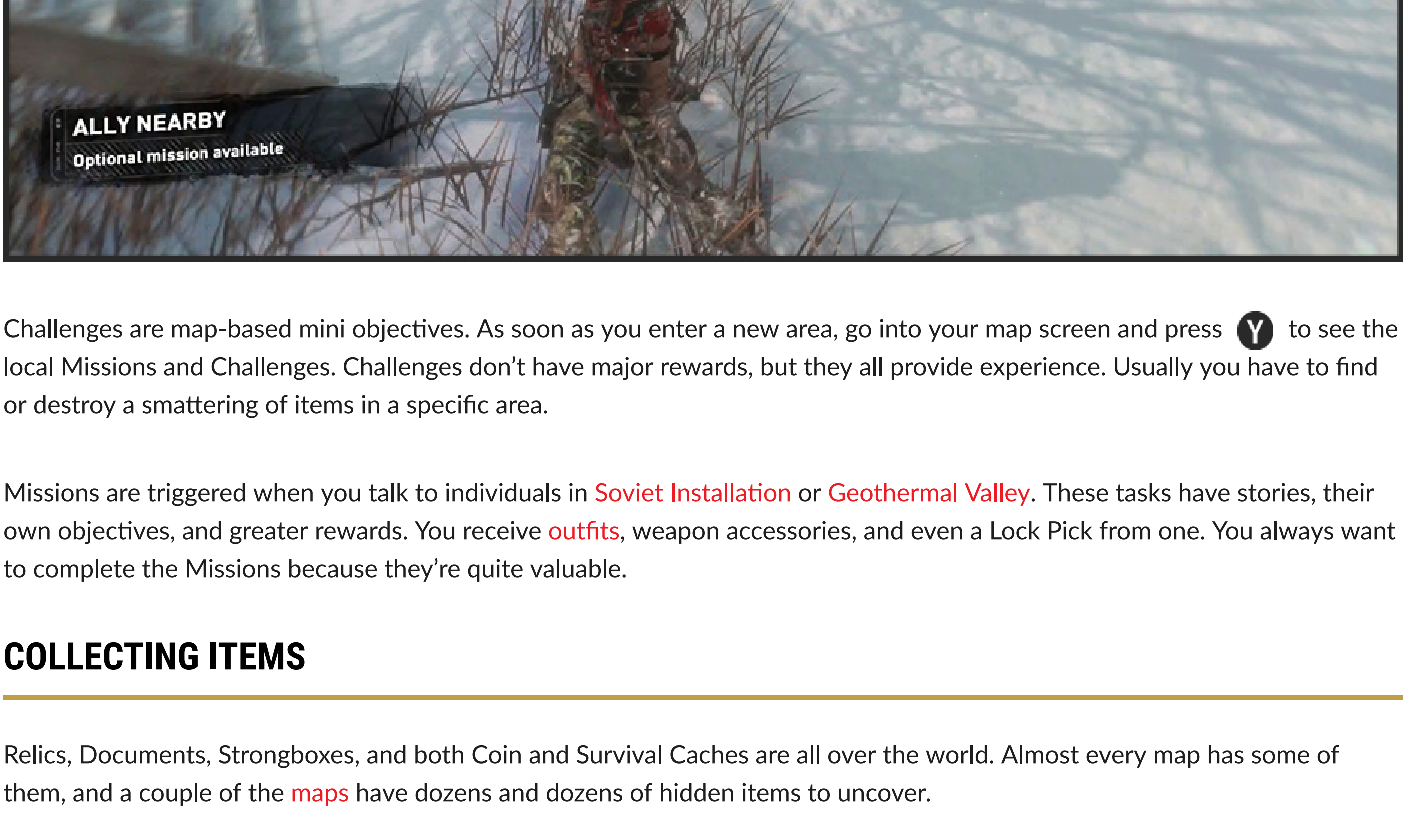
You can take time off between plot points to harvest items, craft, search for collectibles, and explore. Use Base Camps to quickly switch between different areas.

SIDE CONTENT

This game has so much additional content that you are likely to spend even more time collecting goodies and exploring than you will on the story. There are hundreds of items to collect, and then there are Crypts, Tombs, Missions, and Challenges as well. All of them have rewards, grant experience to Lara, and usually have additional bonuses to unlock as well. Beyond that, you get a few Achievements for being a completionist.



CHALLENGES AND MISSIONS



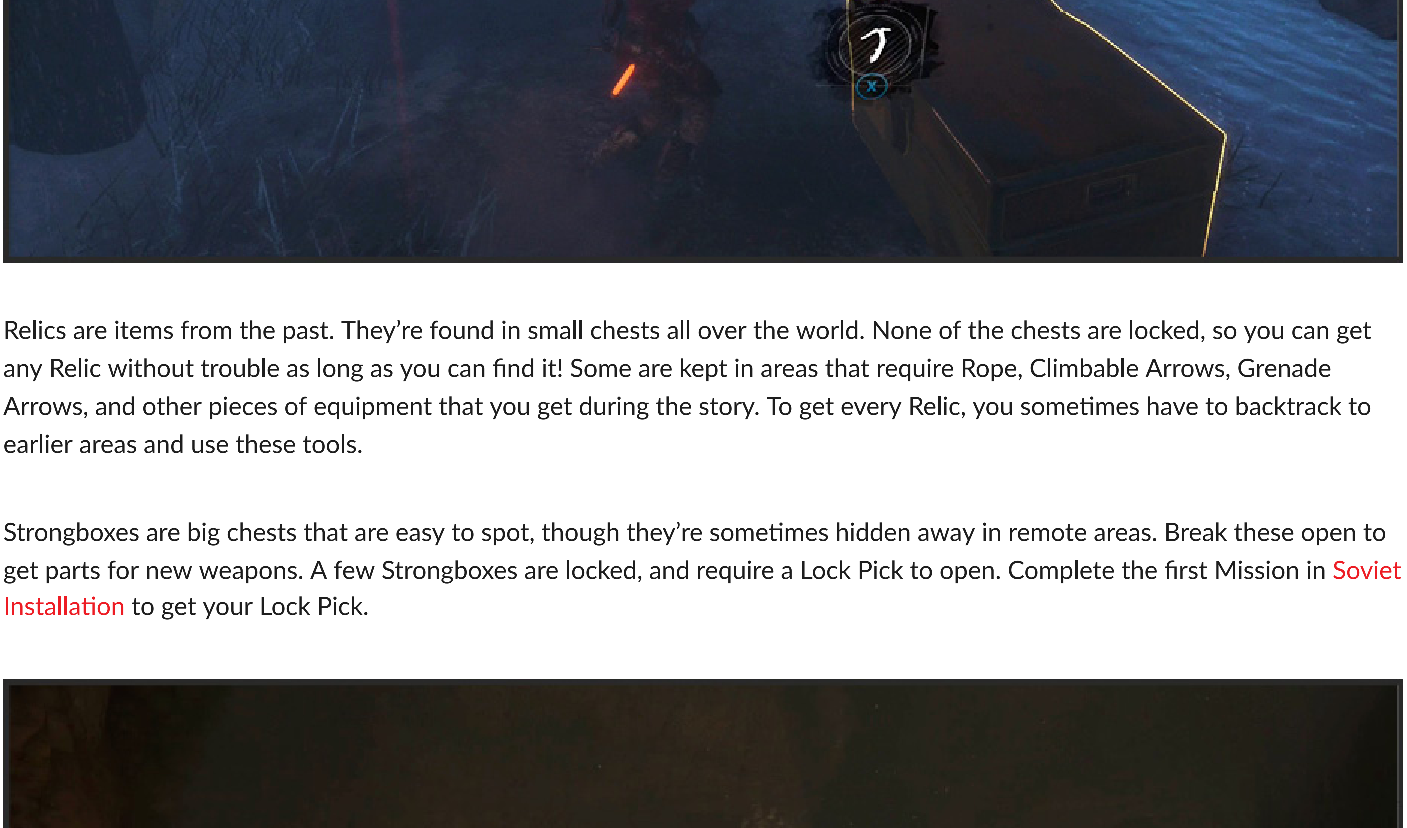
Challenges are map-based mini objectives. As soon as you enter a new area, go into your map screen and press Ⓨ to see the local Missions and Challenges. Challenges don't have major rewards, but they all provide experience. Usually you have to find or destroy a smattering of items in a specific area.

Missions are triggered when you talk to individuals in Soviet Installation or Geothermal Valley. These tasks have stories, their own objectives, and greater rewards. You receive outfits, weapon accessories, and even a Lock Pick from one. You always want to complete the Missions because they're quite valuable.

COLLECTING ITEMS

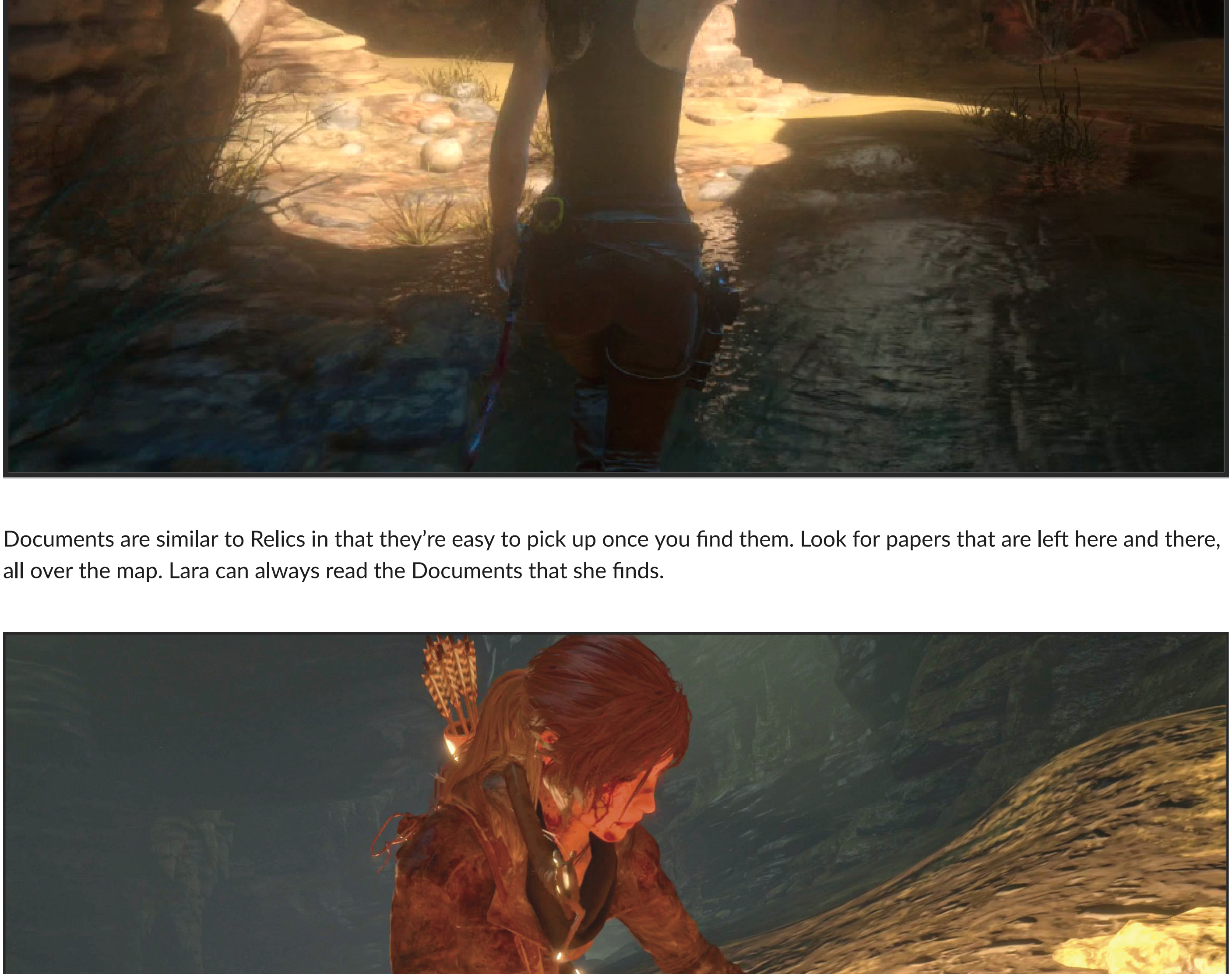
Relics, Documents, Strongboxes, and both Coin and Survival Caches are all over the world. Almost every map has some of them, and a couple of the maps have dozens and dozens of hidden items to uncover.

Monoliths, Archivist Maps, Murals, and Explorer's Satchels are collectible items that don't directly give you anything. Instead, they reveal the locations of more valuable items. It's well worth your time to grab these because you might uncover treasures that can be quite difficult to discover otherwise. The Maps and Satchels are easy; just pick them up whenever you find them. Monoliths require a certain level of language skill in Russian, Greek, or Mongolian. You raise your language skills by finding Documents and Relics that deal with those three languages.

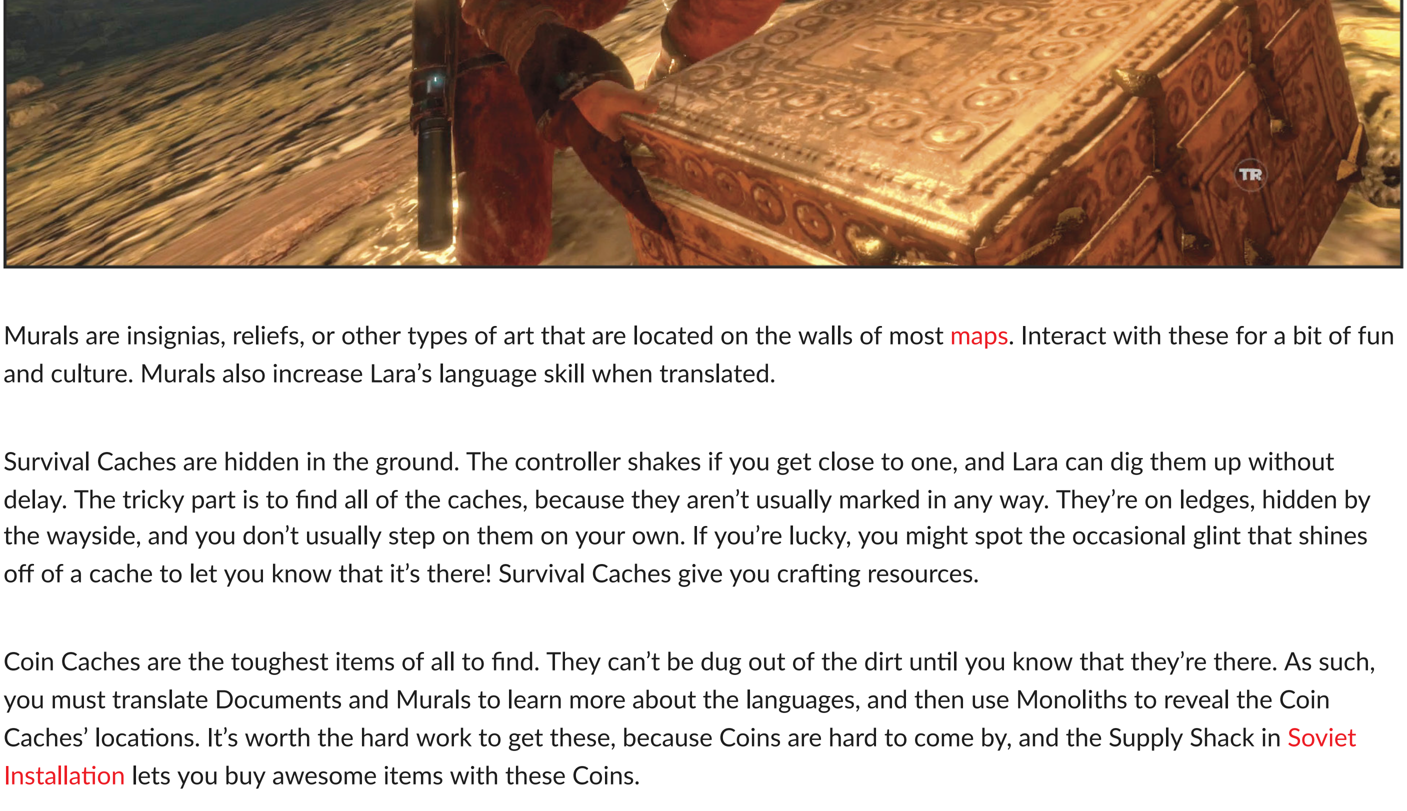


Relics are items from the past. They're found in small chests all over the world. None of the chests are locked, so you can get any Relic without trouble as long as you can find it! Some are kept in areas that require Rope, Climbable Arrows, Grenade Arrows, and other pieces of equipment that you get during the story. To get every Relic, you sometimes have to backtrack to earlier areas and use these tools.

Strongboxes are big chests that are easy to spot, though they're sometimes hidden away in remote areas. Break these open to get parts for new weapons. A few Strongboxes are locked, and require a Lock Pick to open. Complete the first Mission in Soviet Installation to get your Lock Pick.



Documents are similar to Relics in that they're easy to pick up once you find them. Look for papers that are left here and there, all over the map. Lara can always read the Documents that she finds.

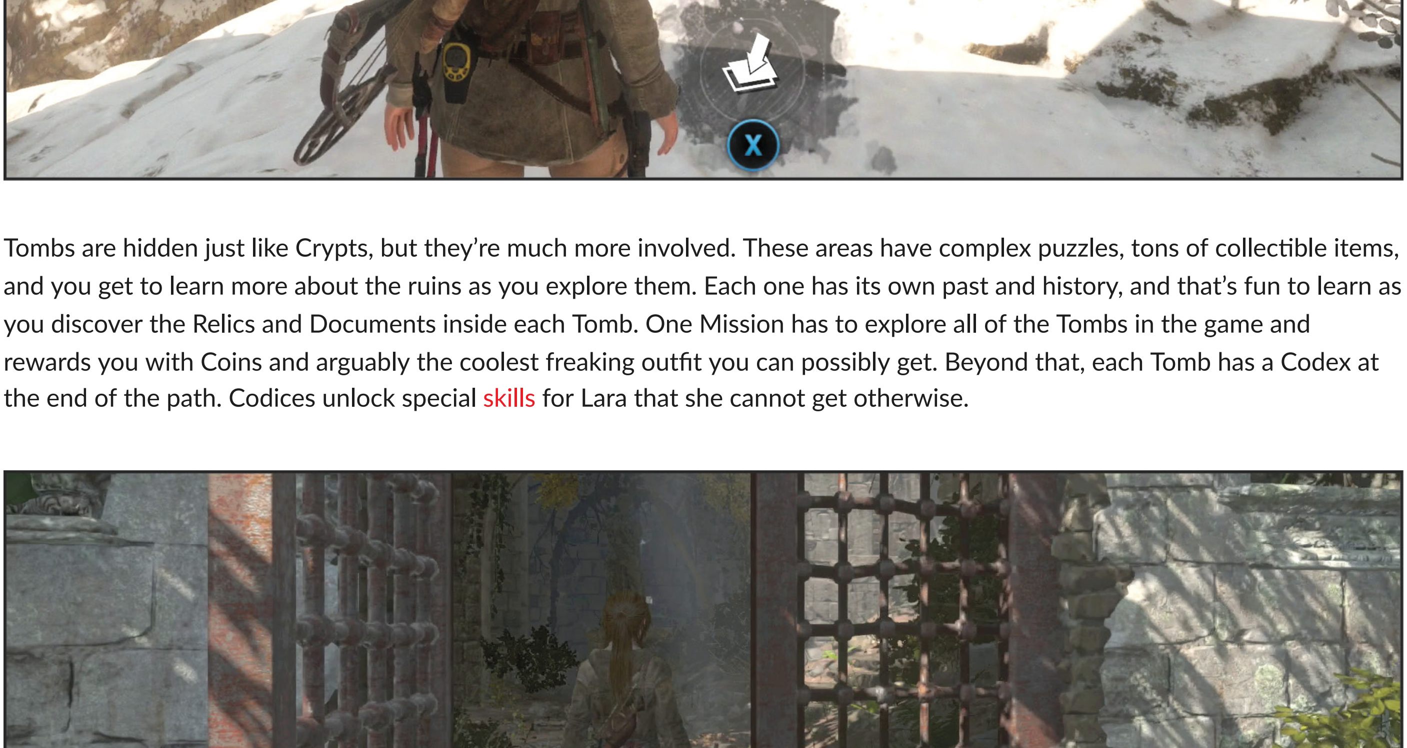


Murals are insignias, reliefs, or other types of art that are located on the walls of most maps. Interact with these for a bit of fun and culture. Murals also increase Lara's language skill when translated.

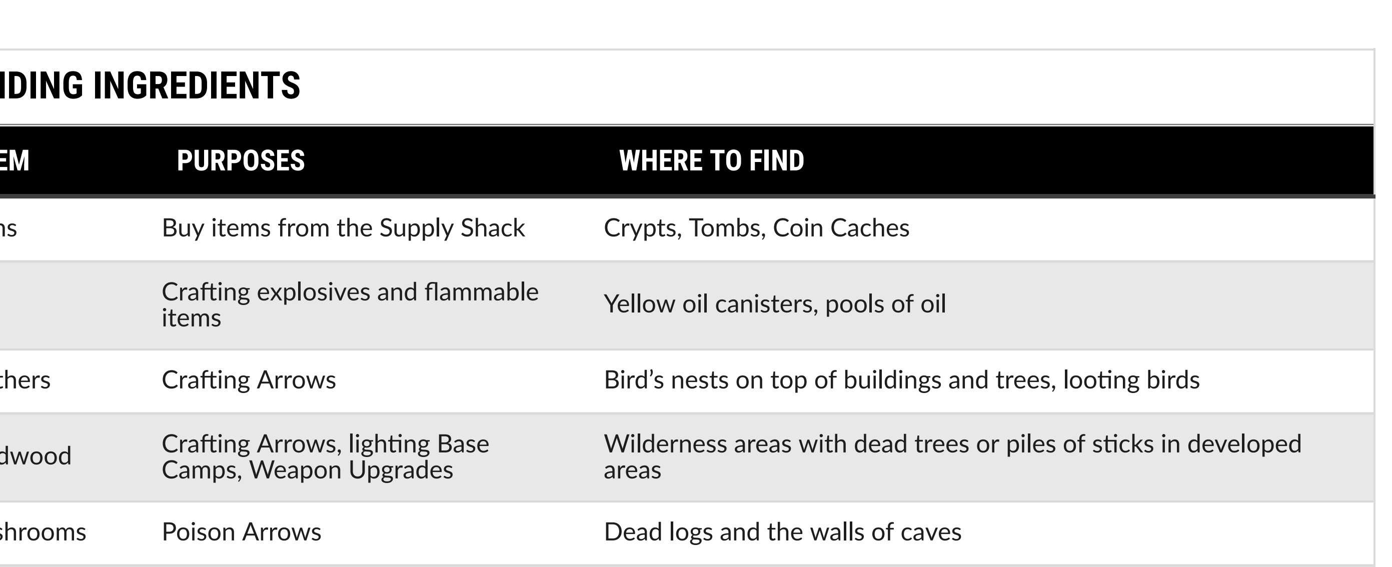
Survival Caches are hidden in the ground. The controller shakes if you get close to one, and Lara can dig them up without delay. The tricky part is to find all of the caches, because they aren't usually marked in any way. They're on ledges, hidden by the wayside, and you don't usually step on them on your own. If you're lucky, you might spot the occasional glint that shines off of a cache to let you know that it's there! Survival Caches give you crafting resources.

Coin Caches are the toughest items of all to find. They can't be dug out of the dirt until you know that they're there. As such, you must translate Documents and Murals to learn more about the languages, and then use Monoliths to reveal the Coin Caches' locations. It's worth the hard work to get these, because Coins are hard to come by, and the Supply Shack in Soviet Installation lets you buy awesome items with these Coins.

Sarcophagi are found at the end of Crypts (of which there are five in the game). Crypts are small, hidden dungeons that are laden with treasure. There aren't any enemies to fight, nor are there tough puzzles inside Crypts. Just explore them, get the treasure, and then open the Sarcophagus for your big reward.

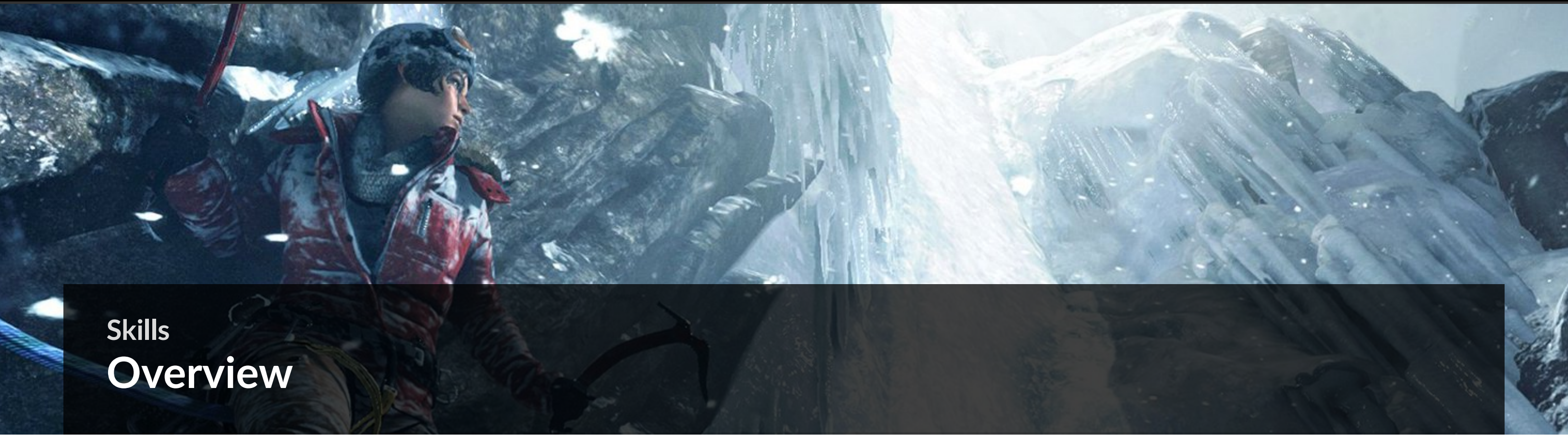


Tombs are hidden just like Crypts, but they're much more involved. These areas have complex puzzles, tons of collectible items, and you get to learn more about the ruins as you explore them. Each one has its own past and history, and that's fun to learn as you discover the Relics and Documents inside each Tomb. One Mission has to explore all of the Tombs in the game and rewards you with Coins and arguably the coolest freaking outfit you can possibly get. Beyond that, each Tomb has a Codex at the end of the path. Codices unlock special skills for Lara that she cannot get otherwise.



FINDING INGREDIENTS

ITEM	PURPOSES	WHERE TO FIND
Coins	Buy items from the Supply Shack	Crypts, Tombs, Coin Caches
Oil	Crafting explosives and flammable items	Yellow oil canisters, pools of oil
Feathers	Crafting Arrows	Bird's nests on top of buildings and trees, looting birds
Hardwood	Crafting Arrows, lighting Base Camps, Weapon Upgrades	Wilderness areas with dead trees or piles of sticks in developed areas
Mushrooms	Poison Arrows	Dead logs and the walls of caves
Salvage	Weapon and Equipment upgrades	Dead bodies and breakable boxes in developed areas
Hides	Weapon and Equipment upgrades	Hunt animals in the wilderness
Exotic Hides	Weapon and Equipment upgrades	Look for bears in caves, hunting cats and boars in Geothermal Valley's wilderness, deer with antlers wherever there are deer
Herbs	Healing	Bushels of herbs are in civilized areas, and there are red bushes of these items out in the wild
Cloth	Healing and Crafting	Search dead bodies and breakable containers

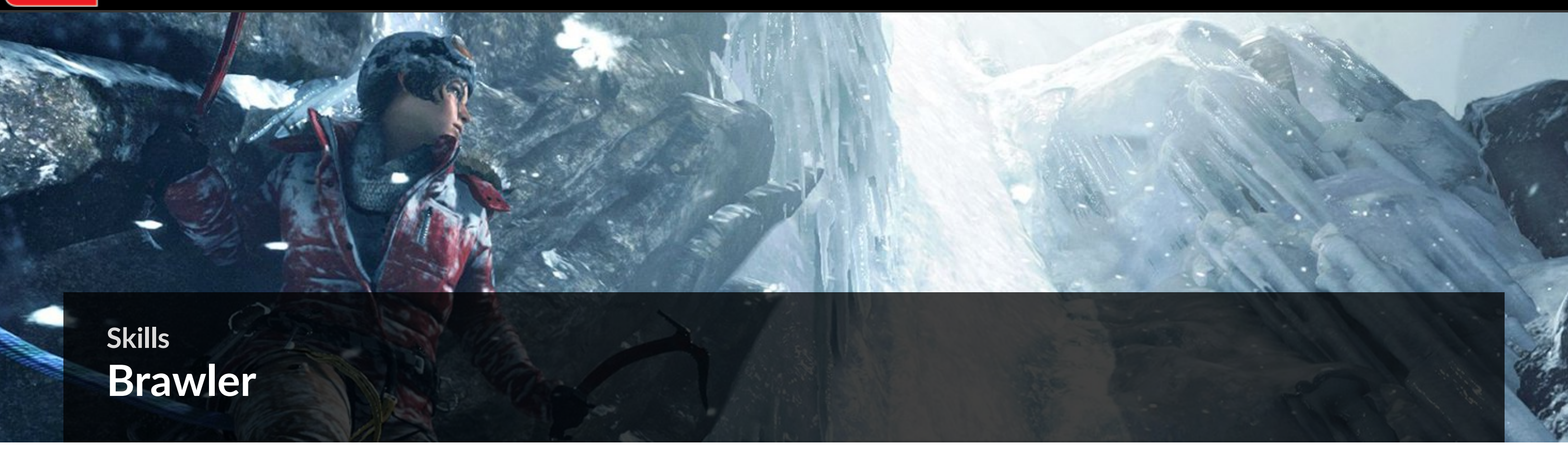


Skills

Overview

Lara gains experience as she collects rare items, defeats enemies, completes missions and challenges, and progresses through the story. This experience periodically awards her with skill points. Those are spent at Base Camp to purchase new skills. All of these make it easier for Lara to survive, but there are different ways for her to invest these points.

There are three types of skills (Brawler, Hunter, and Survivor). Each type of skill has three tiers. You can't invest in the second or third tier of skills until you've already purchased a set number of lower tier items. This ensures that Lara has to wait for the stronger skills until she's gotten further into the game. However, you do NOT need to invest in any specific type of skill to unlock the higher tiers of the others. Thus, you can put points into Brawler, Hunter, and Survivor skills and still unlock the second tier for all of them just as quickly as if you invest everything in one or two of these lines.



Skills

Brawler

Brawler skills make Lara tougher to kill. She improves her melee techniques, her healing, and gains some stealth advantages.

TIER I

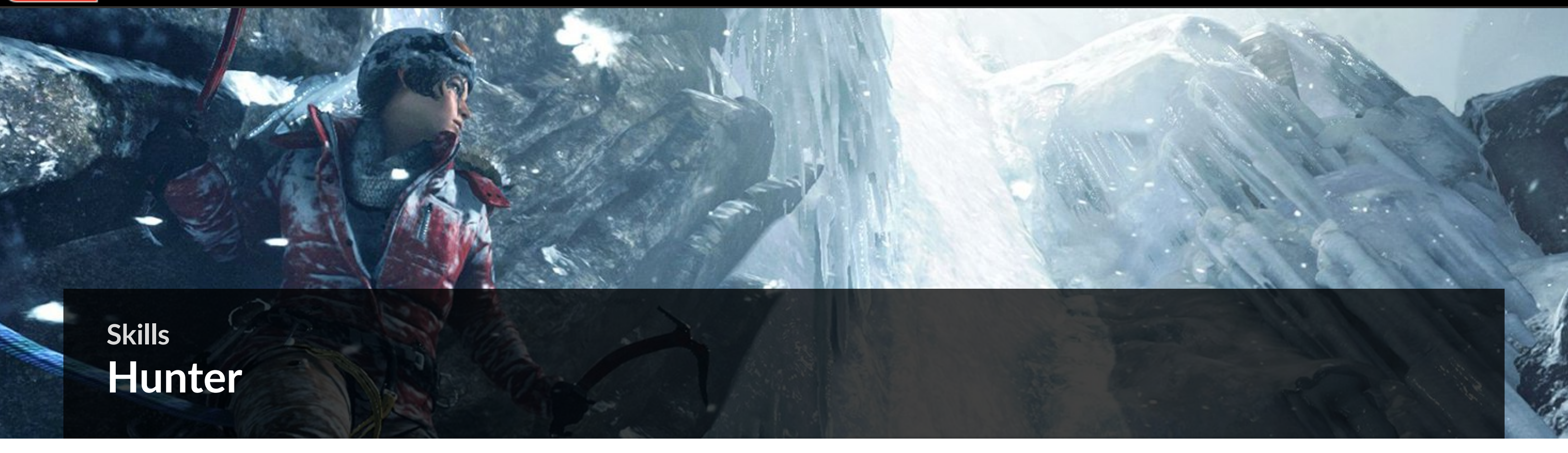
ICON	SKILL	DESCRIPTION	NOTES
	Thick-Skinned	Lara takes less damage from enemy gunfire and melee attacks. This is cumulative with Hearth Stone.	A weak skill on lower difficulty levels, this is extremely useful if you're playing on higher difficulties. Survivability is a huge issue if you try to tackle Survivor mode!
	Efficient Killer	Enemies killed while in stealth will be automatically looted for resources.	This is a lower priority skill. You can always loot slain enemies after a battle, and the minor advantage you get from looting corpses ahead of time isn't worth losing out on most other Tier I skills.
	Dodge Counter	Incapacitate unarmored enemies while dodging with a well-timed Y .	This skill leads to powerful things down the line, as you take Dodge Kill and Dodge Kill Mastery. However, it's better to invest in this line after you've at least gotten to Tier II skills. You can even choose to wait for Tier III, because it's later in the game when you start facing frequent armored opponents.
	Duelist Reflexes	Increased timing window available for a dodge counter and earn extra XP when successfully performing a dodge kill.	Take this soon after you start investing in Dodge Counter. The increased timing window makes it much easier to pull off these moves reliably.
	Fast Healer	Bandage wounds faster. The effect is cumulative with Field Medic.	This is another skill that is of limited use on easier difficulty modes but very useful on the tough ones. When enemies are doing damage more quickly and consistently, you need to be able to heal at a moment's notice. You get this by opening a Codex inside a Tomb.
	Inner Strength	Health is instantly restored once per combat encounter when Lara is critically injured.	You get this automatically by opening a Codex inside the Voice of God Tomb.
	Iron Hide	Lara takes significantly less damage from explosions and fire.	The higher your difficulty, the more valuable this skill becomes. It's a must-have on Survivor unless you're a queen of stealth kills. Even then it's practically essential.

TIER II

ICON	SKILL	DESCRIPTION	NOTES
	Deadly Force	Stealth finishers are much faster and kill enemies with brutal force. Press Y to kill nearby, unaware enemies.	If you prefer melee Takedowns to ranged attacks, this is a very strong skill. It becomes much safer to eliminate targets on the periphery. When combined with Silent Killer, Lara becomes a force of the wilderness, picking off people one by one.
	Dodge Kill	Kill unarmored enemies during a Dodge Counter.	Once you're investing in the line of Dodge skills, you have to take this. Dodging is almost worthless without it.
	Stealth Landing	Lara no longer generates noise when landing from jumps or drops.	Perfect for any stealth player. Used with Deadly Force Lara can wait for patrollers to come underneath her hiding spots, drop down, and score the kill.
	Field Medic	Bandage wounds faster.	Very useful on higher difficulty modes, when every second counts (especially if you're injured)!
	Death From Above	Knife kill foes instantly when leaping down on them from above.	Death From Above is situationally useful, but it's much more important for stealth killers. If you are a ranged fighter this won't come into play as often.

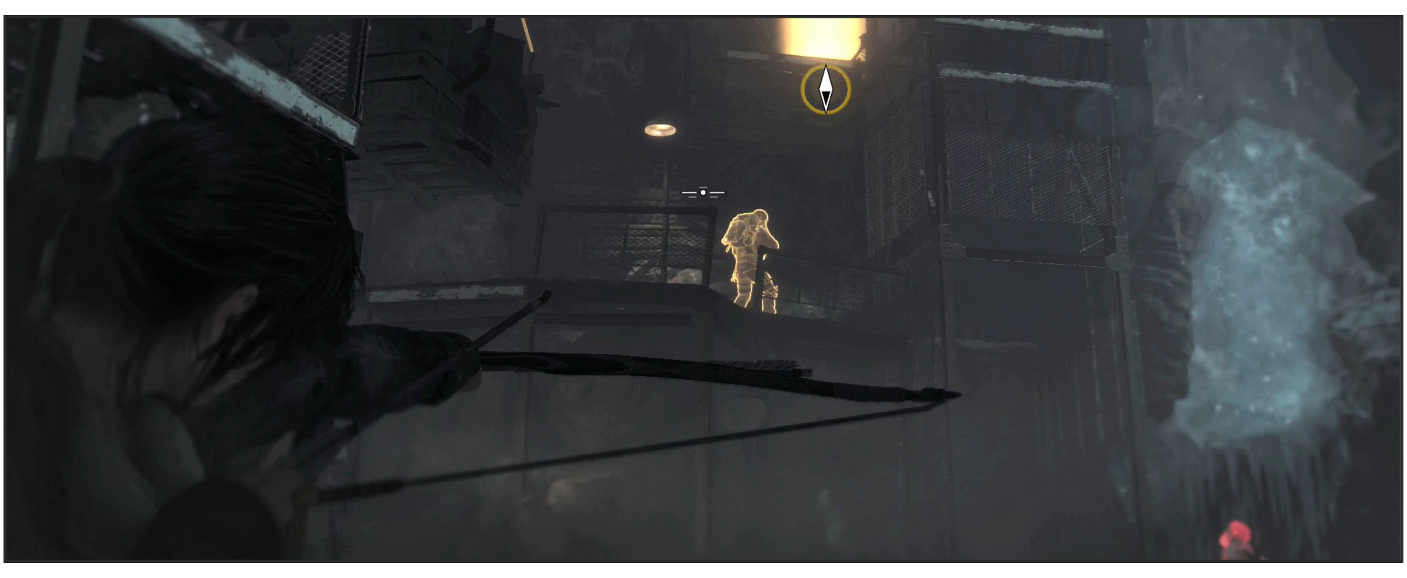
TIER III

ICON	SKILL	DESCRIPTION	NOTES
	Heart of Stone	Lara takes significantly less damage from gunfire and melee attacks. This is cumulative with Thick-Skinned.	Take this as soon as Tier III skills unlock unless you're not getting hurt often in any of your battles. If that's the case, you should probably be playing on a higher difficulty mode!
	Dodge Kill Mastery	Instantly kill armored targets when Dodging.	This is what makes the Dodge line of skills come to life. You can now take out Deathless when they go after you in melee. This saves Lara frequently when she's dealing with these heavy, armored, melee attackers.
	Adrenaline	Resist damage from enemies for a short time after you score a successful stealth kill.	Though this sounds like a skill for stealth players, it actually isn't. People who take all of the stealth skills don't need damage resistance after their stealth kills. Their plan is to eliminate all viable targets without anyone noticing. This skill is actually better for players who are trying to eliminate groups quickly; take the initial stealth attack and then gun down the enemies nearby. Great for speed runs.
	Silent Killer	Stealth kill enemies without alerting nearby foes.	This is the crown jewel of stealth skills. Silent Killer makes it possible for Lara to trash groups that haven't spotted her yet. Kill everything on the periphery and then you can even work on people who are standing close to each other.
	Strong Medicine	Resist damage for a short time after bandaging.	Another great skill on Survivor difficulty that loses its luster for players on easier modes.



Skills

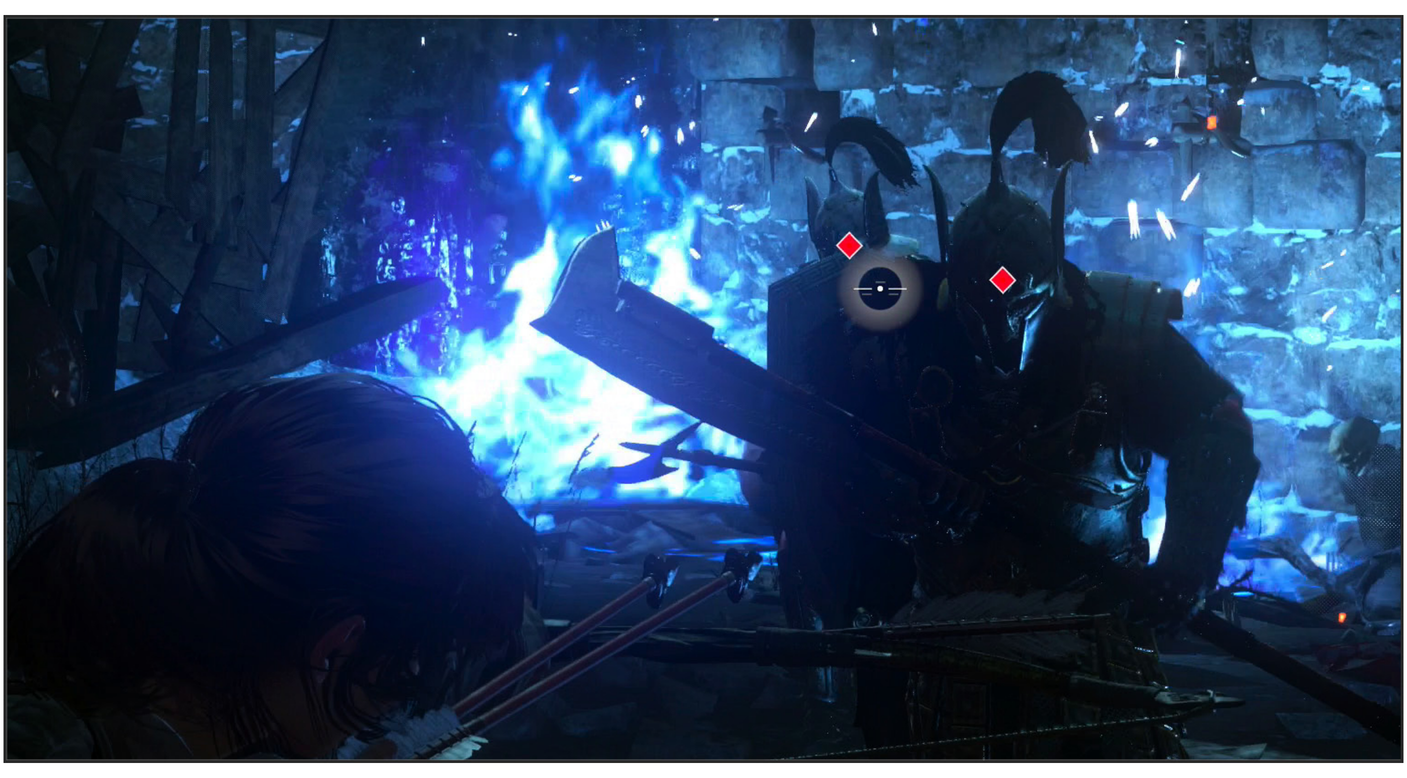
Hunter



Hunter skills assist with Bow attacks, hunting itself, harvesting ingredients, and ranged killing in general.

TIER I

ICON	SKILL	DESCRIPTION	NOTES
	Arrow Retrieval	Occasionally recover Arrows when looting enemies that were killed with your Bow.	This is nice to have but is entirely non-essential for most players. You get plenty of Arrows already, and can harvest Hardwood and Feathers to make even more.
	Breath Control	You have more Steady Aim time with Bows.	Take this to improve your sniping. It's easier to get the best headshots if you have enough time to line everything up. Hold off on this skill if you're more interested in non-Bow combat.
	Scavenger	You get more ammunition from corpses.	Non-essential but nice to have. This is more useful in the early game, so take this quickly or wait until you're done with everything else.
	Animal Instincts	Animals glow when you're using Survival Instincts. Larger animals leave footprints and blood trails.	This is a fairly powerful skill if you have trouble spotting animals on your own. Hide collection is a major part of your upgrade cycle, and anything that prevents you from missing targets is a good thing.
	Master of the Land	Reveal when exotic animals are nearby.	This shows you where exotic animals are located as long as Lara gets anywhere near them. Pair this with Animal Instincts to get the most out of your hunting sessions. Hold off on both of these if you're just trying to race through the story.
	Anatomical Knowledge	Use Survival Instincts to highlight animals' hearts. Shoot those areas for greatly increased damage.	You find this in a Codex at the end of a Tomb. It makes hunting slightly easier, but it doesn't work on bears or large cats.
	Geologist	You get more Magnesite from ore veins, and Lara sometimes harvests Chromite as well.	This makes it easier to get your upgrade materials. It's a skill that you learn from a Codex. Without this skill, Lara can never gather Chromite, which puts many upgrades completely out of reach.

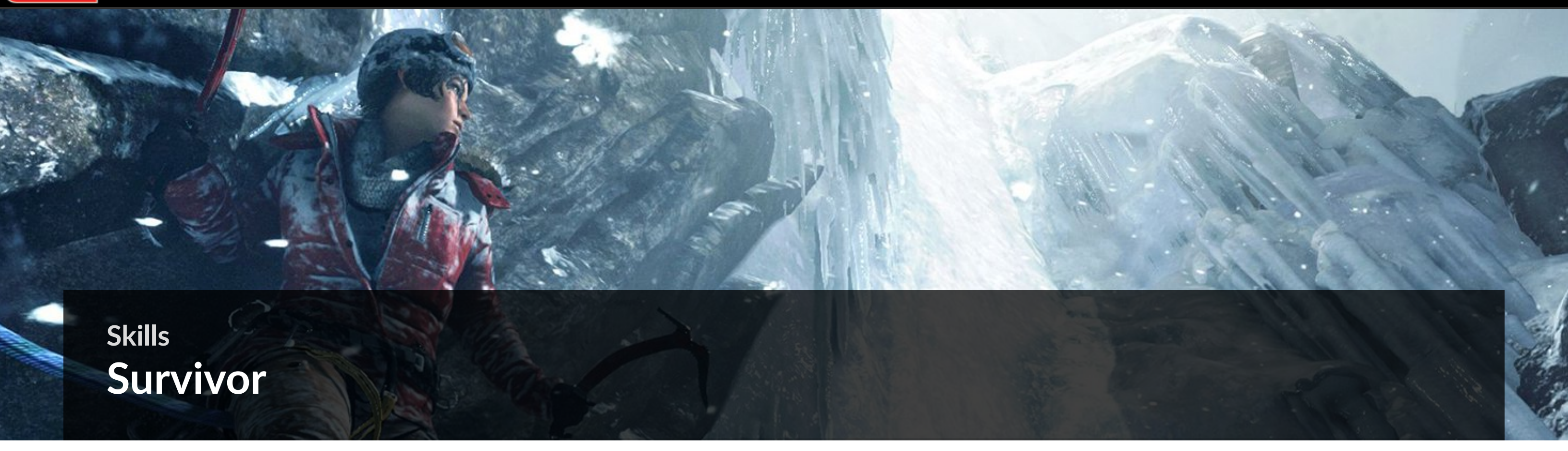


TIER II

ICON	SKILL	DESCRIPTION	NOTES
	Double Shot	Fire up to two Arrows at different targets when you're locked on.	Zoom in while charging a Bow attack. Highlight two different enemies to lock onto them, and then unleash your attack when ready. Combine with Triple Shot and True Shot to become a sniping god. We can't stress enough how powerful this trio of skills becomes.
	Nerves of Steel	Improves Steady Aim time.	Combine this with Breath Control if you feel like you need even more time to aim your Bow attacks. This is player dependent, and skilled archers may not require both.
	Dead Eye	Shows an icon over a target's head when your aim is true.	It's nice to know when you're on-target for a good headshot. This skill helps you perfect your aim. It's stronger for newer players but fades somewhat as people get more and more used to the weapons in this game.
	Finesse	Earn bonus XP from headshots and all types of stealth kills.	Long chains of headshots and stealth kills earn you a HUGE amount of experience over time. This skill is effective, fun, and it encourages skilled gameplay. Always get this. It should be one of your first Tier II purchases. The extra experience pays for the skill over time, so this is almost a freebie.
	Naturalist	You gain increased natural resources when harvesting.	This skill is a time saver. Hold off on it if you're having trouble simply surviving, but go after it as soon as you feel like you have your basic battle skills down. The less time you spend harvesting, the more time you have to explore and fight.
	Survivalist	You gain increased man-made resources when searching.	Pair this with Naturalist to get the most crafting items out of your time.
	Ancient Abilities	Quickly fire two successive Arrows without delay. Cannot be paired with Double/Triple Shot.	You get this skill from a Codex, so it's free. This is very useful if you aren't going after the Triple Shot/True Shot line of skills because it gives Lara more combat oomph when she's using her Bow. The other line is more for Bow sniping. This one is for direct combat. Rapid fire skills like this one are also good for killing enemies with helmets. The first shot can break the helmet and the second one can kill with a headshot.

TIER III

ICON	SKILL	DESCRIPTION	NOTES
	Triple Shot	Simultaneously fire up to three Arrows against locked targets.	Zoom in and charge your Bow attack while locking in up to three targets. Get True Shot as soon as you can, and this becomes the best sniping combo in the game. You can take out the patrollers in a group when they're isolated, and then Triple Shot any Soldiers that are watching each other. Silent. Quick. Easy.
	True Shot	Locked targets are automatically hit in the head.	We've already mentioned why this skill is amazing—See Triple Shot. Use a high-damage Bow (e.g. Compound Bow) to get the most out of this.
	Bow Expert	Unlocks a Bow Finisher attack and increases your chance of looting special ammo for this weapon type.	Use Y to execute incapacitated enemies when you have the Bow out. There are several Expert skills like this. They're not as powerful as taking the Dodge skills and then upgrading your Axes. That's a better use of your skill points for most players.
	Pistol Expert	Unlocks a Pistol Finisher attack and increases your chance of looting special ammo for this weapon type.	Use Y to execute incapacitated enemies when you have the Pistol out.
	Rifle Expert	Unlocks a Rifle Finisher attack and increases your chance of looting special ammo for this weapon type.	Use Y to execute incapacitated enemies when you have the Rifle out.
	Shotgun Expert	Unlocks a Shotgun Finisher attack and increases your chance of looting special ammo for this weapon type.	Use Y to execute incapacitated enemies when you have the Shotgun out.
	Classically Trained	Allows you to shoot up to three Arrows without pulling from the quiver.	This skill is learned from a Codex. It lets you rapid-fire Arrows against a target by pressing the right trigger several times in quick succession. It's useful in direct combat but has no major value for sniping unless you miss your headshot and need to power through a target.



Skills

Survivor

Survivor skills improve improvised weapons, the search for collectible items, and general movement.

TIER I

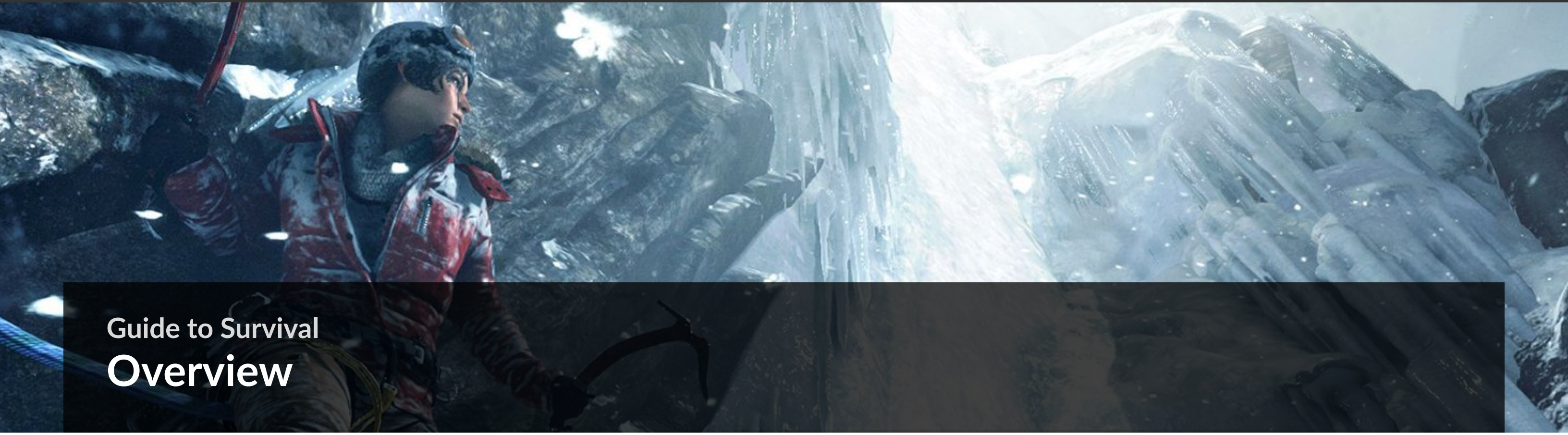
ICON	SKILL	DESCRIPTION	NOTES
	Rapid Crafting	Makes it faster for Lara to craft ammo and improvised weapons on the run.	This ability is less useful in the early game, when you won't be making as many Specialty Arrows and thrown weapons. However, it becomes better and better as you learn more crafting recipes and start to use powerful Arrows more commonly. Take this in the mid- or late-game to get the most out of it.
	Resourceful Combatant	Improvised weapons give you bonus experience when they kill an enemy.	This skill is situational. It's very useful if you rely on Molotovs and Shrapnel Grenades often. It's much less important if you only use these items during major battles.
	Incendiary Bombs	You learn how to craft throwable explosives with Gas Cans and Radios.	You get two new types of explosives to craft by taking this skill. These items aren't seen very often, but both are extremely powerful. Gas Cans are turned into Explosive Bombs and are wonderful for taking out groups. The Radios becomes Proximity Mines and should be used to lure patrollers to their deaths.
	Lightfoot	Use Ⓑ to land safely from heights that may hurt Lara, but aren't outright fatal.	This is a skill that improves your movement, protects Lara from some damage, and it looks hardcore. Unless you like taking the slow way down, grab this skill early and use it often.
	Avid Learner	You gain bonus experience from Survival Caches, Documents, Relics, and Challenges.	Take this early or not at all. The sooner you grab it, the more experience it gives you.
	Eye for Detail	Challenge objects show up when you use Survival Instincts.	Our guide negates some of the value for this skill, but it's still pretty darn useful for spotting what you need to interact with while completing Challenges.
	Iron Grip	Lara is faster at climbing.	You get this from a Codex. It's a nice way to speed up the many climbing sections that you face in this game.

TIER II

ICON	SKILL	DESCRIPTION	NOTES
	Crafting Mastery	Allows Lara to make higher-capacity quivers and ammo pouches. It also improves the ammo quantities that you craft out in the field.	This non-essential skill is convenient and helps somewhat during larger battles where your supply of ammunition is tested the most. It is never a live or die type of skill.
	Body Trap Specialist	Place poison on corpses and wait for enemies to find their fallen ally.	For stealth players, this is a fairly useful addition to their arsenal. Kill a patroller, trap their body, and wait for their friends to swing by. Craft an explosive while you wait, and use that on any of the opponents who survive the poison gas.
	Grenadier	Craft explosive Grenades for the Rifle Grenade Launcher.	Once you purchase the Grenade Launcher, this skill lets you make very nice ammo for the Rifle. Blow up barricades, take out groups, and trash armored enemies without needing to switch to your Bow.
	Hollow-Point Bullets	Enables crafting of high-damage bullets for the Pistol.	The normal Pistol shots don't have quite enough stopping power. Mine plenty of ore and use it to craft hollow points. This ensures that your backup sidearm can still take out targets quickly.
	Dragonfire Shells	Craft incendiary Shotgun shells.	**Though expensive, you can make your Shotgun even more powerful. It's perfect for taking out mobile targets that attempt to flank Lara.**
	Demolitions Expert`	Improvised weapons have a larger blast radius.	Your crafted explosives are much more effective against groups after you learn this skill. Combine this with Incendiary Bombs and Resourceful Combatant to see some nice rewards.
	Bright Eyes	Traps automatically glow when you're close to them.	You get this skill automatically after reading a Codex. It's nice for keeping Lara from running right into pit traps.
	Natural Instincts	Natural crafting sources are revealed on the map and through Survival Instincts.	This is another Codex skill. It helps a little when going on crafting runs.

TIER III

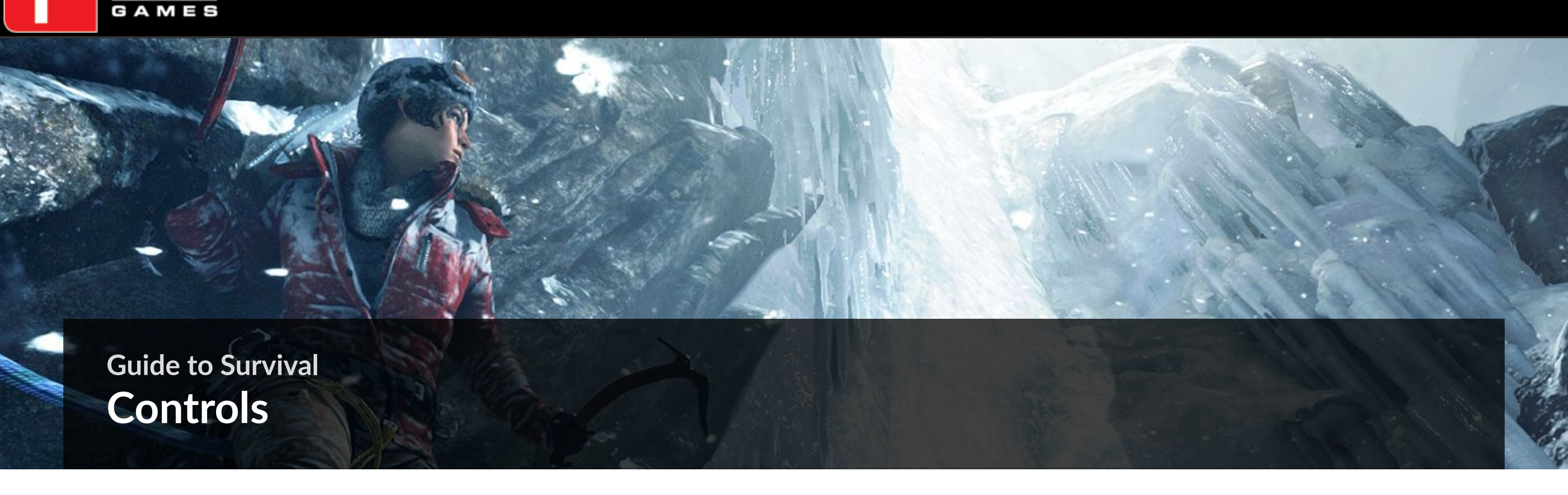
ICON	SKILL	DESCRIPTION	NOTES
	Arrow Climber	Press Ⓨ to use a Climbable Arrow mid-jump.	This makes it easier to use Climbable Arrows without much setup time. It's non-essential, but can really help with speed runs.
	Intuitive	Survival Instincts highlights collectible items even through solid walls. Crypts show up on your map and are no longer hidden.	Our maps make this non-essential, but it's an amazing skill when you're going through the game without using maps to find the collectible items.
	Napalm Arrows	Upgrade fire arrows to increase the range of the fire burst that erupts on impact.	The increased blast of fire is moderately worthwhile, but Fire Arrows are still the most limited of your Specialty Arrows.
	Death Cloud Arrows	Increase the size and duration of the poisonous cloud created by poison arrows.	On the other hand, this skill is stunning. Death Cloud Arrows, even on Survivor, are able to help you kill bears, Deathless, Enforcers, and Defenders. Easily. This is a must-have upgrade for the late-game.
	Cluster Bomb Arrows	Upgrade grenade arrows to disperse additional explosives on impact.	Though useful, because your explosions are bigger and have an entire second wave, this skill is a bit dangerous. Try not to race right into your own explosions, even if you kill everything with the initial blast! Not that we've ever done that...
	Greek Fire	Fire Arrows and Molotov Cocktails do more damage and hurt armored enemies.	With this Codex skill, you start to get the most out of Fire Arrows. Once you get that, Napalm Arrows becomes a more viable skill and starts to really help Lara's damage output against groups of enemies.



Guide to Survival

Overview

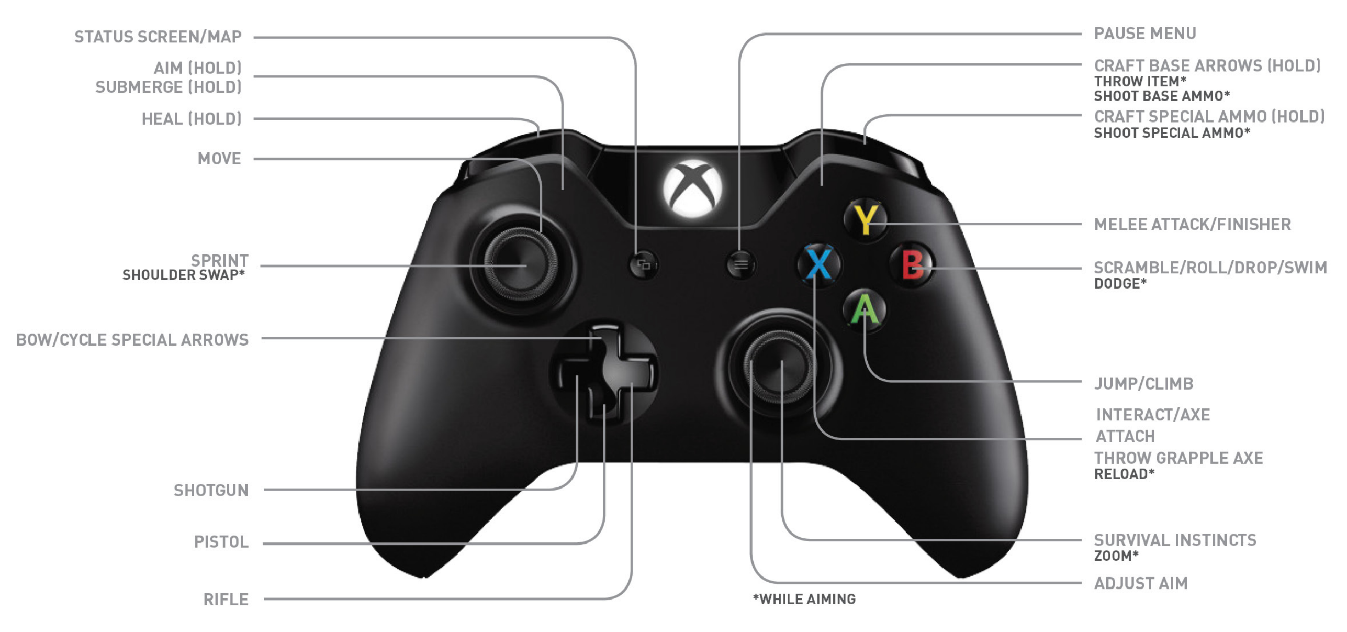
This chapter takes you through the control system for Rise of the Tomb Raider, and it explains the menus and options as well. This is really useful stuff if you're completely new to the series, but you can probably skip ahead if you've played the last Tomb Raider extensively and want to get to the real gameplay that much sooner!



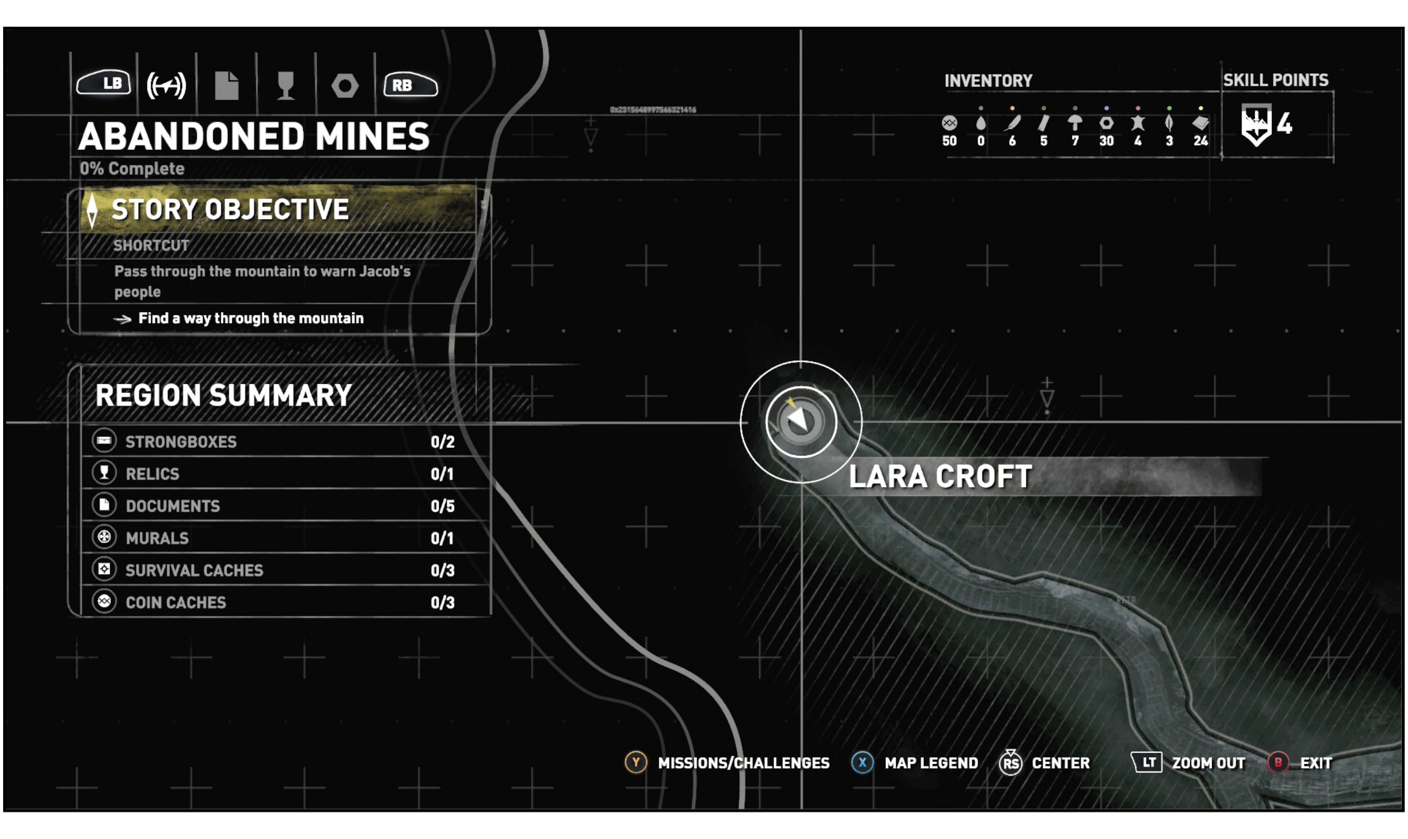
Guide to Survival

Controls

Many of this game's buttons are contextual, so one button might be responsible for several different commands. We'll go over all of them. Don't worry; it's really intuitive once you start playing.



MAP



ABANDONED MINES
0% Complete

STORY OBJECTIVE
SHORTCUT
Pass through the mountain to warn Jacob's people
→ Find a way through the mountain

REGION SUMMARY

STRONGBOXES	0/2
RELICS	0/1
DOCUMENTS	0/5
MURALS	0/1
SURVIVAL CACHES	0/3
COIN CACHES	0/3

Press the View button to bring up a map of the world. This isn't available in the first section of the game, but it doesn't take long to access the map. When you're in the map system, you can look at the legend, turn individual icons on or off, and even scan around to look at other maps that you've discovered.

Resources that you've discovered but not picked up appear in bright white. Items that have already been collected show up in grey, so you still know where you get everything.

MOVEMENT

The left control stick is responsible for Lara's movement around the world. The harder you push in a given direction, the faster she moves that way.

Push down the left control stick to get Lara to sprint. This helps her move quickly when you're not worried about making extra noise or getting spotted.

CAMERA CONTROL

The right control stick swivels the camera, allowing you to look at the action from a variety of angles. This also helps you aim your weapons without forcing Lara to move.

AIM

Hold down the left trigger to raise your equipped weapon. This prepares it for firing and also engages the zoom system (pressing in the right control stick while aiming lets Lara zoom in and get a better look at her targets).

SUBMERGE

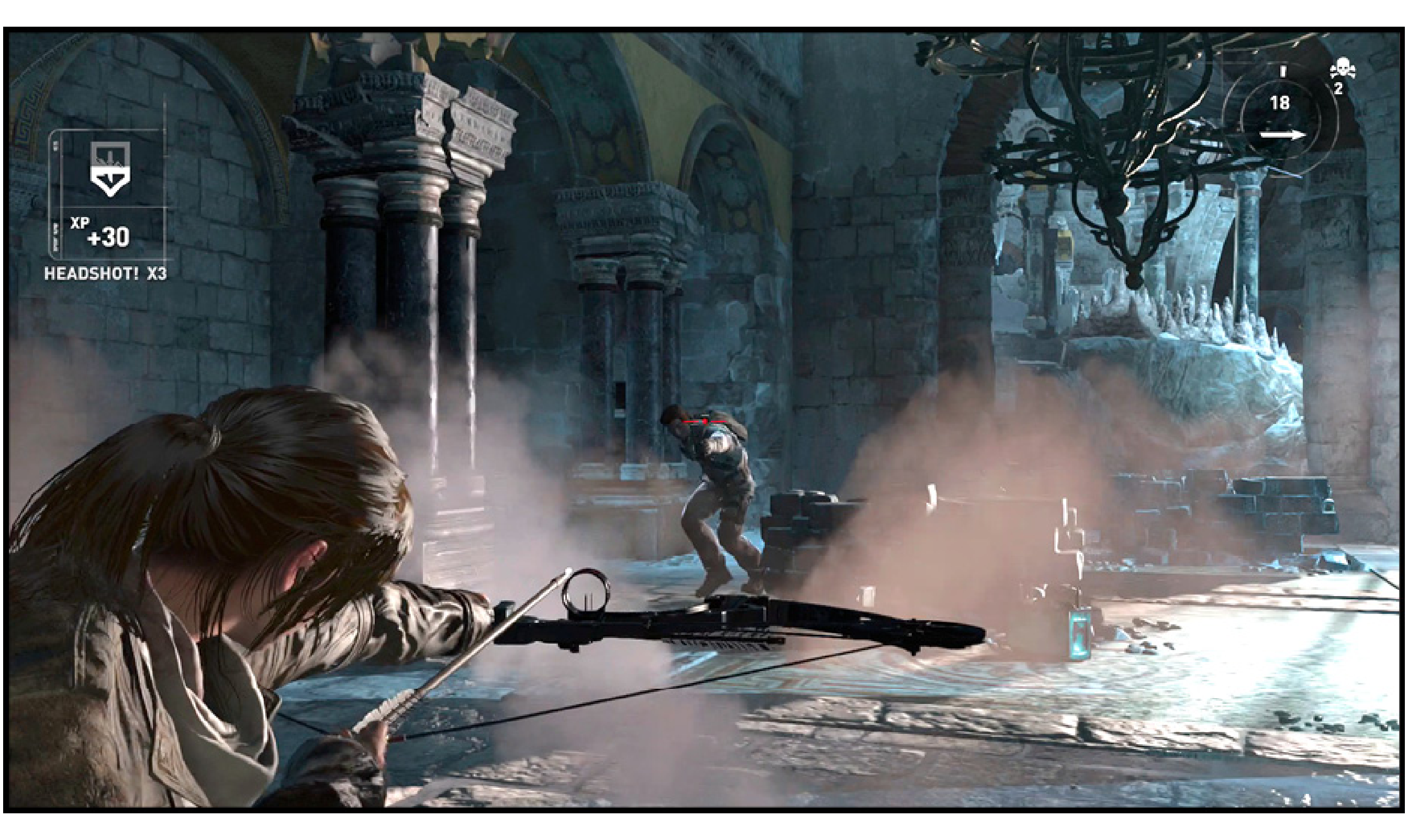
You can't aim while you're swimming in the water. Instead, the left trigger contextually switches into a submerge command. Lara dives under the water and can swim underneath obstacles or search for sunken entrances. Note that you have limited air until you find a Rebreather, so don't keep Lara under the surface for too long!

HEAL

The left bumper is a healing button. Lara uses Cloth and Herbs to patch herself up, restoring all of her lost health after a short delay (this process doesn't work if you interrupt it, so hold that button down until Lara heals). There are skills that improve the time it takes to heal and the effect that you get after healing.

SHOOT

While aiming, use the right trigger to fire your current weapon. Fully automatic weapons continuously fire as long as you keep the trigger down. Semi-automatic weapons require a tap of the button every time you want to fire another shot.



SHOOT SPECIAL AMMO

The right bumper tells the game that you want to perform a special attack instead of a normal one. This uses Specialty Arrows (Poison, Fire, or Grenade) for the Bow or special ammo for the guns. You need to take specific skills to learn how to make superior ammo.

THROW

The right trigger becomes a throw command if Lara picks up various objects (Bottles, Lanterns, Radios, etc.). Throw explosive items to injure or kill your opponents. Use flammable objects to destroy cloth barricades. Or, simply throw items to make noise and distract your foes so that you get the drop on them.

CRAFT ARROWS

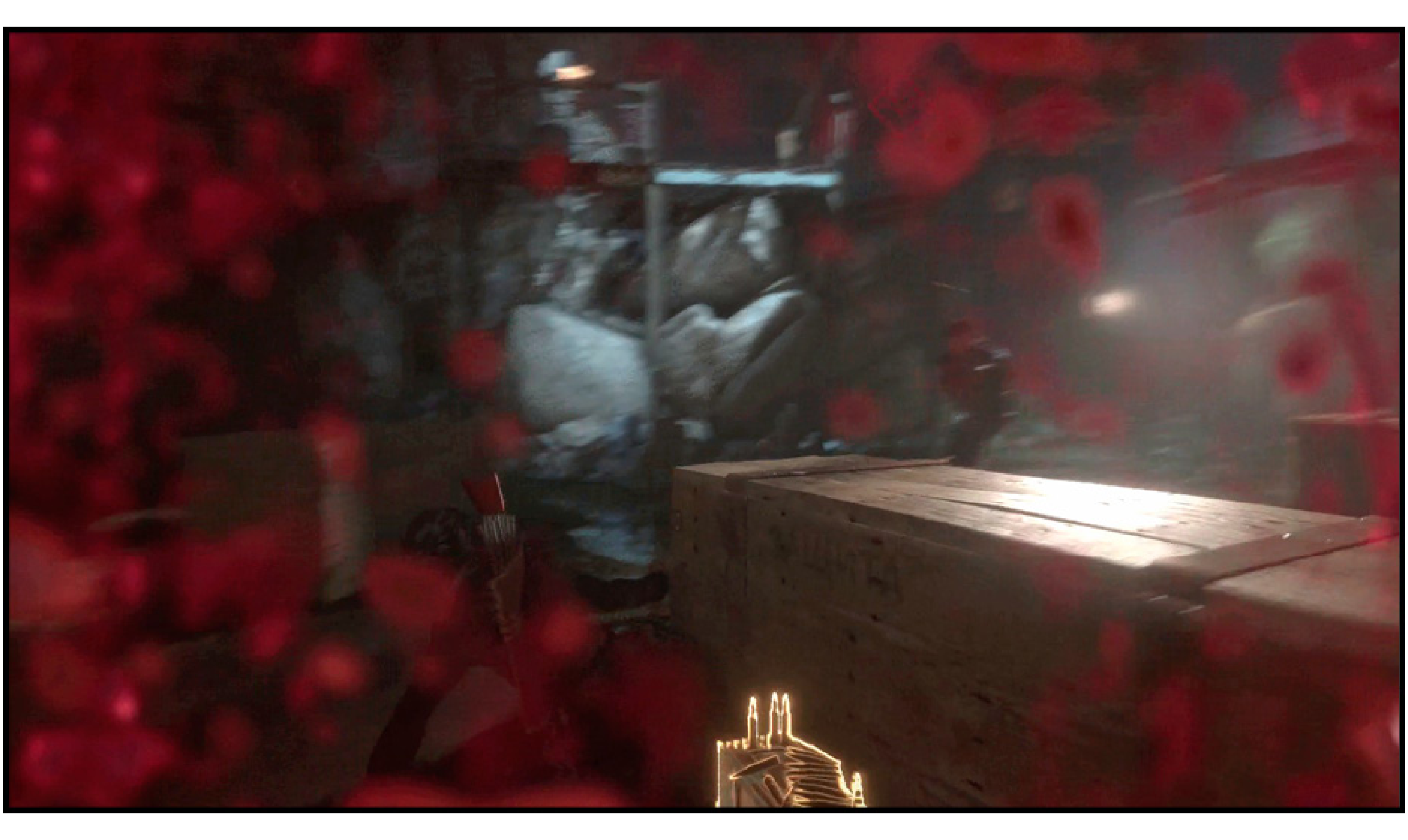
If your Bow is equipped, the right trigger lets Lara craft additional Arrows even when she's out in the field. You need to have Hardwood and Feathers to do this, but they are both found frequently in the wilderness.

CRAFT SPECIAL AMMO

Similarly, the right bumper crafts Specialty Arrows if Lara has her Bow equipped. She needs Arrows and specific additional ingredients to make each type of Specialty Arrow.

SCRAMBLE

When Lara is on solid ground, press Ⓑ to scramble. This causes her to duck down and quickly move in the direction that you're pushing with the left stick. Scramble to get to cover when enemies are shooting at you! This reduces the chance that Lara will be killed by her enemies. Scramble between two types of cover if anyone throws a grenade in your direction. That way, you aren't out in the open for long, and you have a smaller profile while you're exposed.



ROLL

If you have the right skill, Lara can roll as she lands from a long fall. This dramatically improves her chance of avoiding damage. With this skill, she only gets hurt from extremely high falls. In terms of momentum, you also recover from the fall faster when rolling. Lara can also roll at any time by pressing Ⓑ and then quickly pressing Ⓑ again. It's easy to keep moving and get to your goals faster once you master this technique.

DROP

Press Ⓑ to drop off of a handhold, rockface, or ledge that Lara is hanging onto. You can control her fall to some extent, but it's always a risky process. Only do this if you have to reach a lower ledge, a different rockface, etc.

SWIMMING

Lara moves around using the left stick while she's in the water. To swim as quickly as possible, press Ⓑ while swimming. It's basically your aquatic sprint!

DODGE

During specific action sequences, Lara is able to dodge incoming attacks if you press Ⓑ. This is indicated by a prompt that appears onscreen, so you'll know when to do this.

JUMP

Press Ⓐ to jump. You are going to do this very frequently. Lara has to jump to reach platforms, handholds, climbable areas, and to cross many gaps.

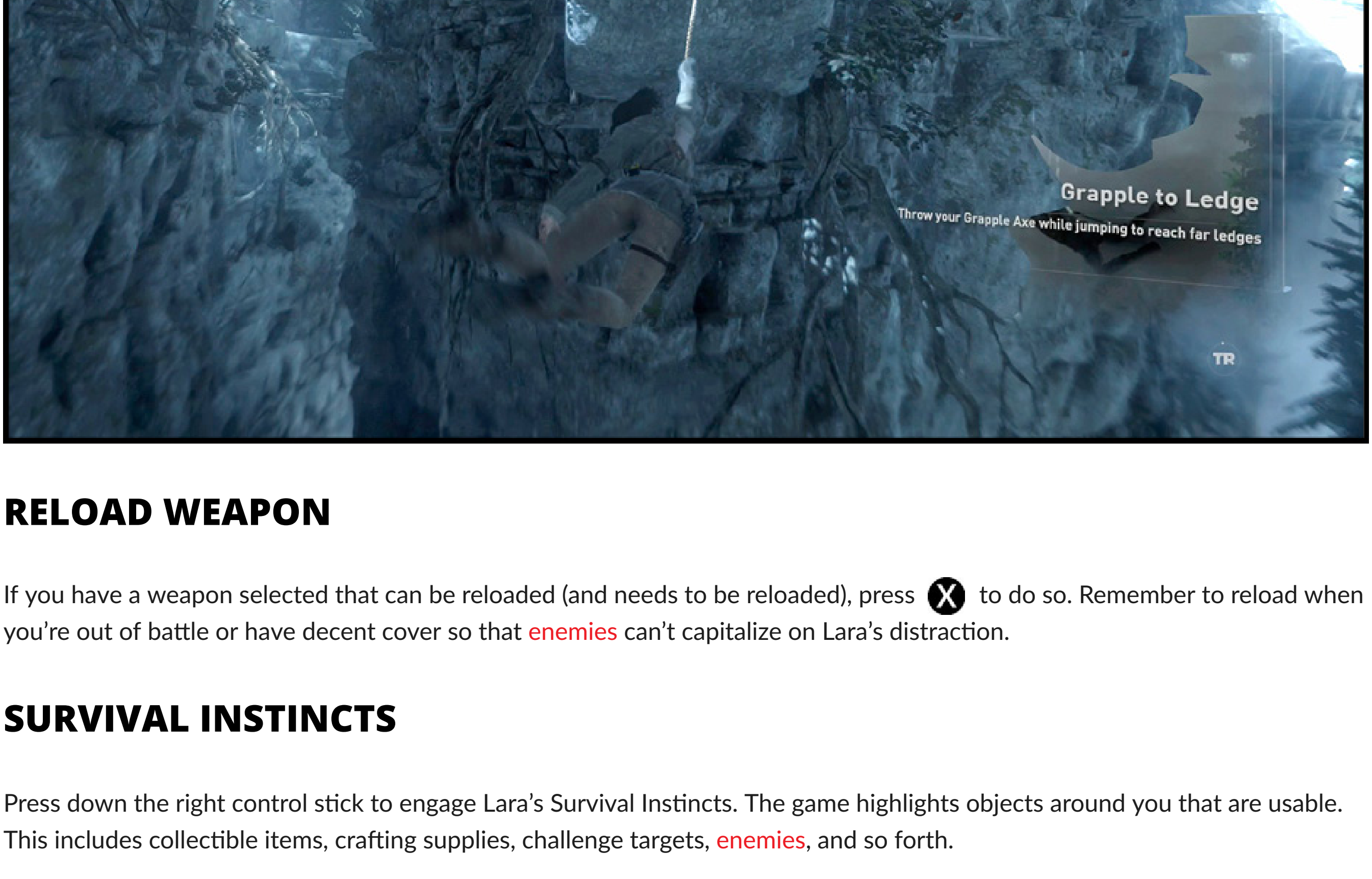
INTERACT

Use Ⓧ to interact with objects in the areas. Lara picks up special items (Coins, Relics, Documents, etc.). She gathers crafting supplies from the wilderness, and opens lockers and door with this too. If you think that something can be used, try to interact with it.

Interact also picks up items from the environment that can be crafted into weapons. Do this with Bottles, Cans, and other potentially dangerous toys.

GRAPPLING

You receive a Wire Spool a bit later on in the story. Lara learns how to use this as a grappling device. While airborne, tap Ⓧ to throw the grapple in the direction that you're pushing with the left control stick. This grabs ledges, and climbable areas.



RELOAD WEAPON

If you have a weapon selected that can be reloaded (and needs to be reloaded), press Ⓧ to do so. Remember to reload when you're out of battle or have decent cover so that enemies can't capitalize on Lara's distraction.

SURVIVAL INSTINCTS

Press down the right control stick to engage Lara's Survival Instincts. The game highlights objects around you that are usable. This includes collectible items, crafting supplies, challenge targets, enemies, and so forth.

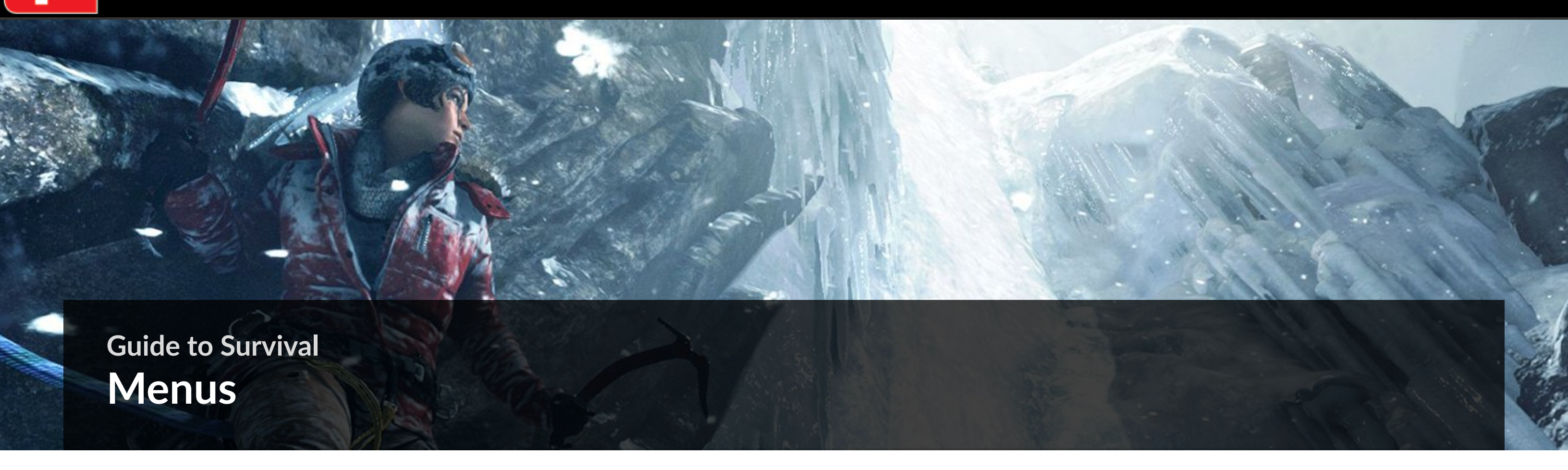
Hostile targets that can see each other show up as red. You can't take them out without being spotted by someone in the group. However, hostile targets that are isolated appear with a yellow glow. It's safe to take them out, as long as you use quiet attacks or weapons to do it!

Other items of importance glow with a yellow light.

If you move while using Survival Instincts, it ends the ability. Things continue to glow briefly, but that only lasts a moment. Use this while running through an area to quickly assess what's around you. You can also select something while using you map. Click on it there, and then that object will show up with a blue light when using Survival Instincts. Objectives for the story show up as a yellow diamond.

ZOOM

While aiming, press down on the right control stick to zoom in. You get a better view of your targets, so it helps with your accuracy. If you have the right skills, your Bow shots are able to lock onto targets when you zoom.



Guide to Survival

Menus

Now that you know the game's commands, let's quickly run through the menu systems.

MAIN MENU

The Main Menu comes up when you boot the game. To begin playing, select New Game or Continue, if you already have a file started.

CONTINUE

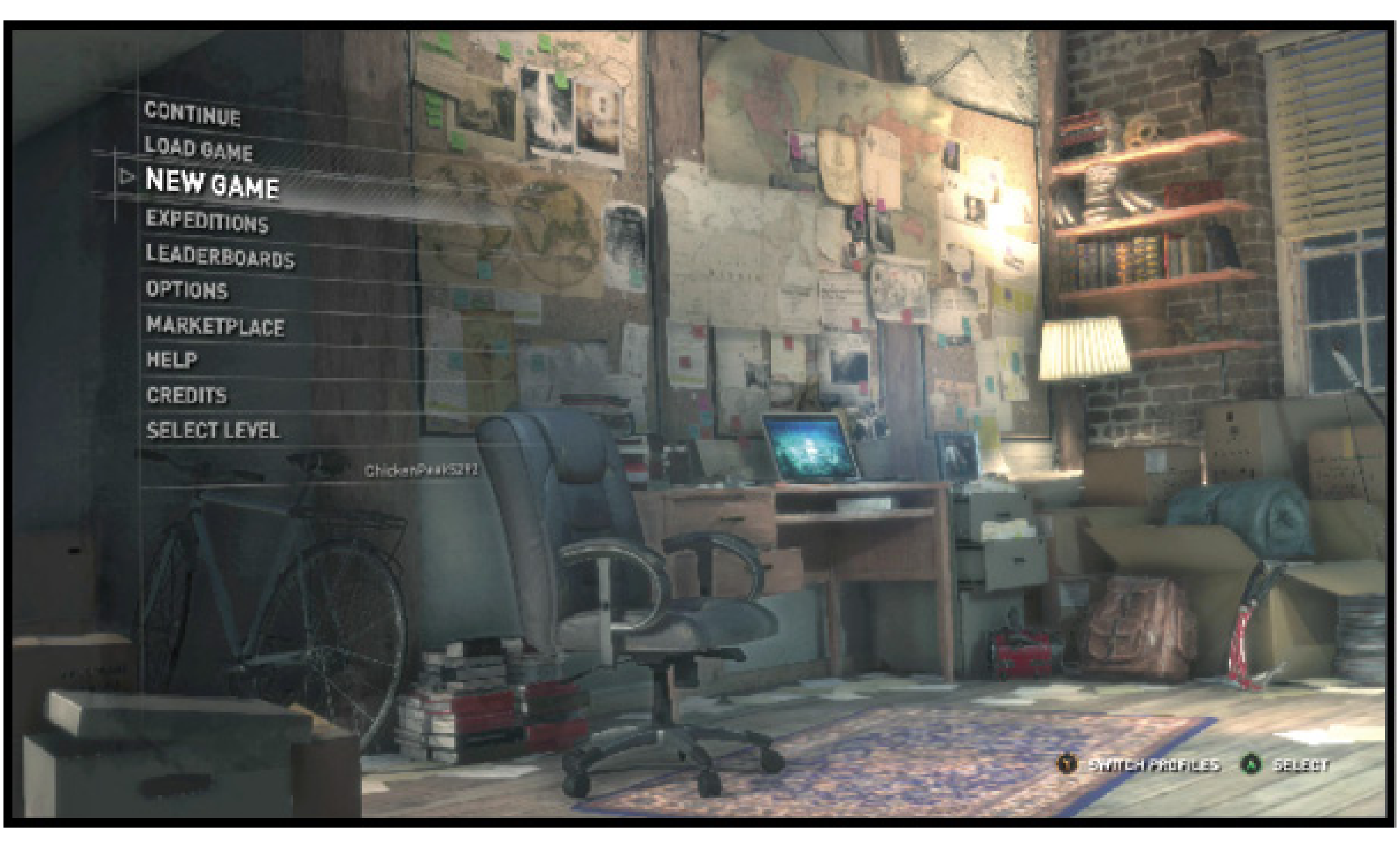
Once you have a save file, this command takes you back into the game using the most recent save file that you used.

LOAD GAME

If you'd like to access a different save file, or if you simply want to see more about your progress, select load game. You can see the status of all your save files in one place by doing this.

NEW GAME

Start a new game whenever you like. You get to choose from four difficulty levels, and then things kick off. There isn't a New Game+ in Rise of the Tomb Raider, so going after higher difficulty levels is a wonderful way to enjoy the entire story another time!



EXPEDITIONS

Expeditions are individual map areas that you get to run through with either a timed point system or a variety of challenges and modifiers to worry about. Once you complete an area in the main story, an Expedition for that location is unlocked. In Expedition mode, you can also just replay through an area with either your original or current gear loadout.

Your progress throughout these Expeditions is tracked and put onto the leaderboards. This is the number one place to compete and have fun pushing yourself online. Note that this is not a multiplayer mode; it's a single-player challenge that lets you compete with other players for the highest scores. It's pretty darn awesome.

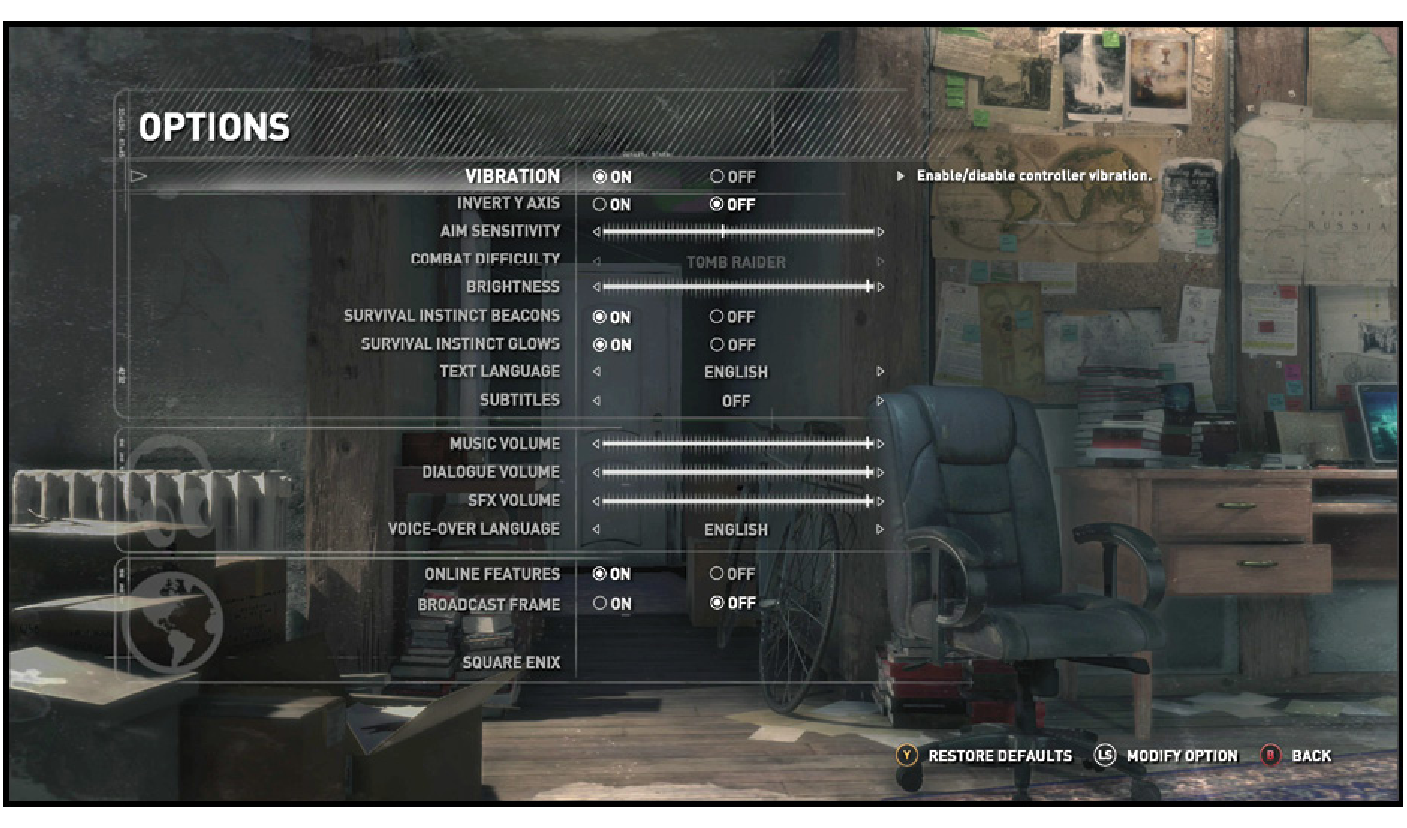
LEADERBOARDS

The leaderboards track your best scores in the Expedition system. You don't need to worry about your ranking if that's not your thing. But if you like to see how you stack up and it encourages you to play even harder, then this is a perfect way to see how well you're progressing.

OPTIONS

Take a look in this submenu to see if there is anything that you need to change. Language settings are here, if you're not a native English speaker. Volume settings are also prevalent.

The most important commands for pure gameplay are the aim sensitivity and the combat difficulty. Change your sensitivity if you'd like to have a more (or less) responsive system while you're aiming. Run-and-gun types often want very responsive controls so that they can flank targets, spin around, and nail their victims without taking much time. Snipers actually want to have a bit less sensitivity. They want fine control so that headshots are easy to pull off without a lot of adjustments, counter-adjustments, and missed opportunities.



OPTIONS

VIBRATION ● ON ○ OFF
INVERT Y AXIS ○ ON ● OFF
AIM SENSITIVITY
COMBAT DIFFICULTY TOMB RAIDER
BRIGHTNESS
SURVIVAL INSTINCT BEACONS ● ON ○ OFF
SURVIVAL INSTINCT GLOWS ● ON ○ OFF
TEXT LANGUAGE ENGLISH
SUBTITLES OFF
MUSIC VOLUME
DIALOGUE VOLUME
SFX VOLUME
VOICE-OVER LANGUAGE ENGLISH
ONLINE FEATURES ● ON ○ OFF
BROADCAST FRAME ○ ON ● OFF
SQUARE ENIX

Enable/disable controller vibration.

MARKETPLACE

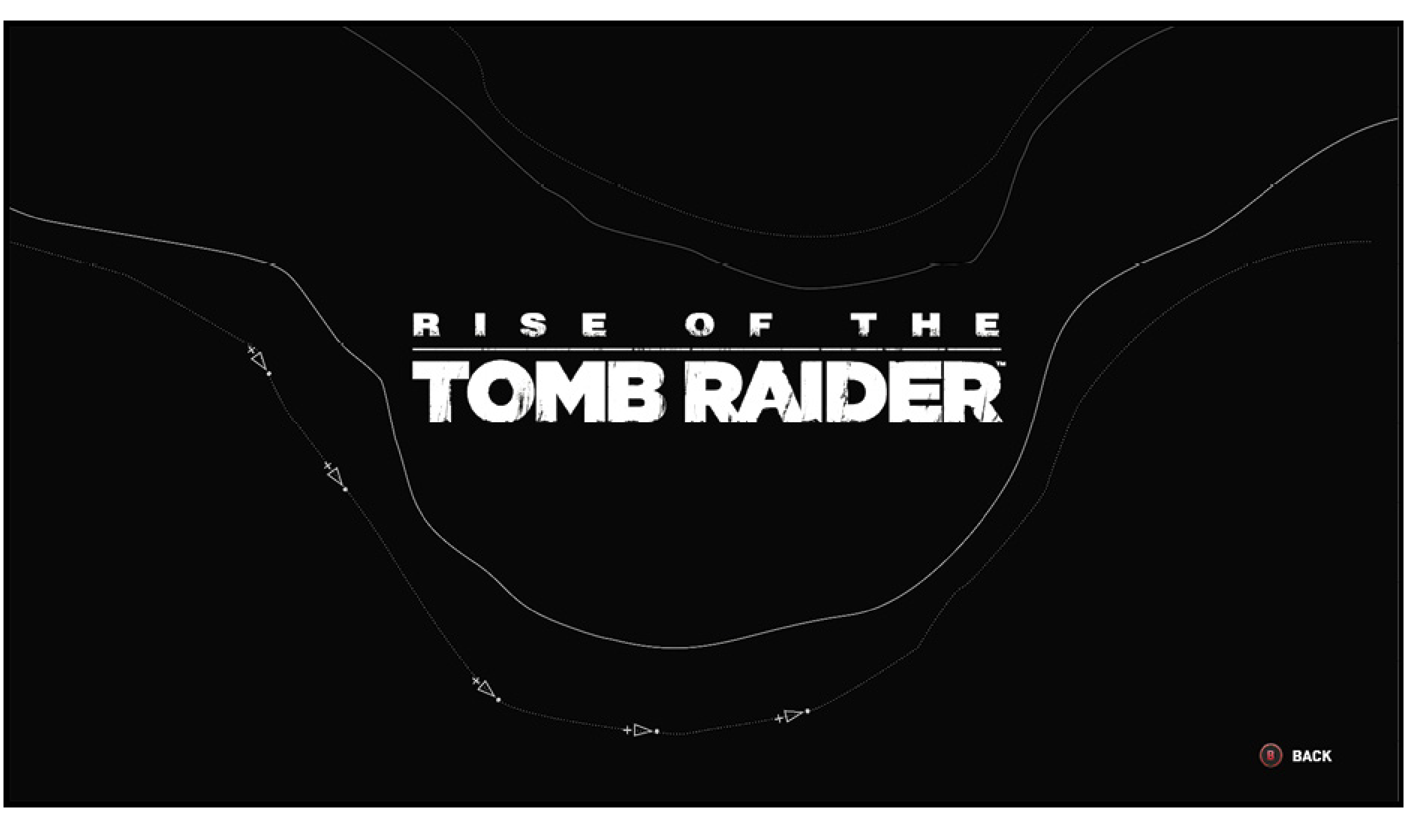
Take a look in the Marketplace if you'd like to expand your inventory of cool Tomb Raider goodies.

HELP

This brings up the Xbox Help system if you're having any issues.

CREDITS

To see the great people who brought this game together, click on the Credits.



IN-GAME MENU

While you're playing, press the Menu button on your controller to pause the game and see this menu.

RESUME

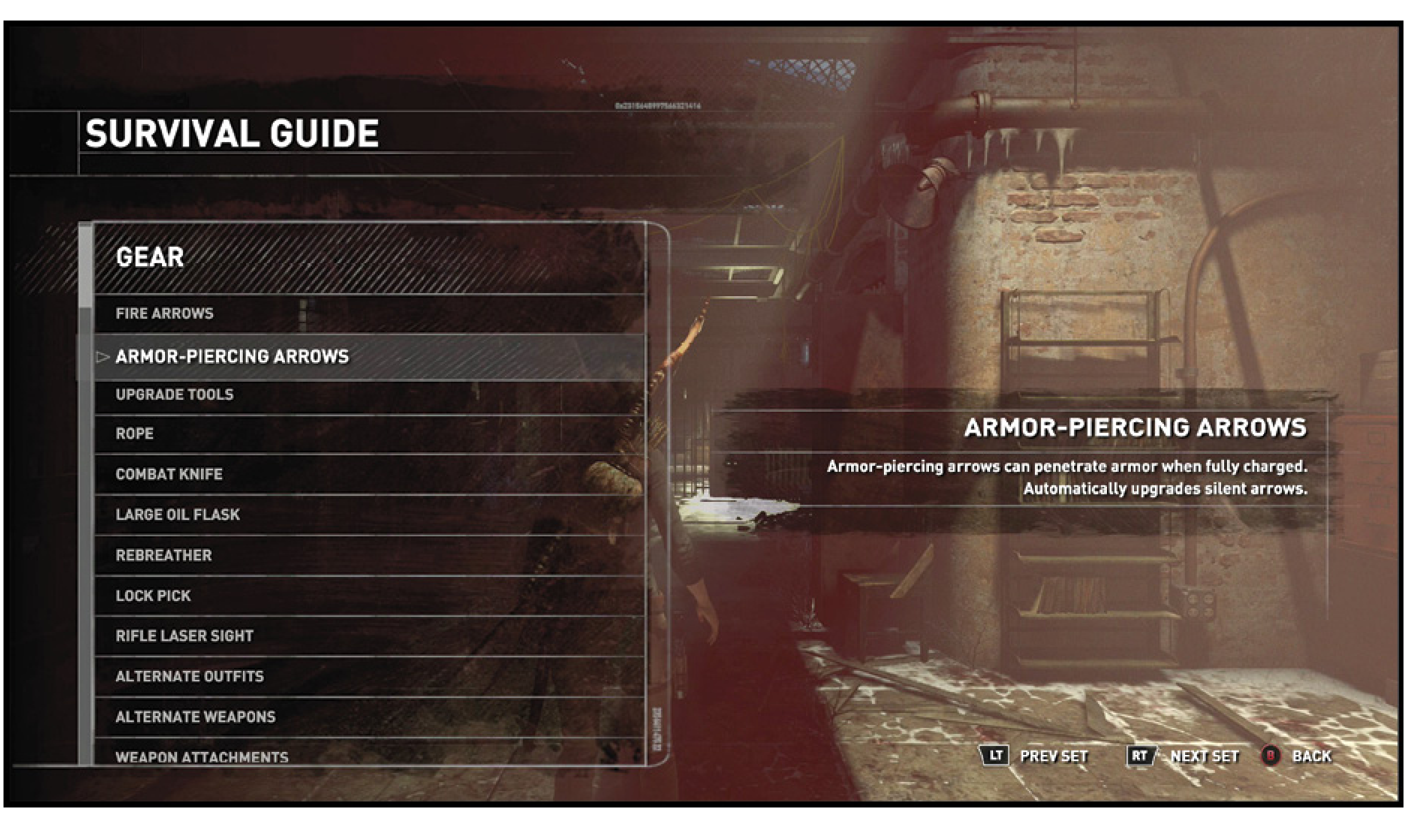
Choose resume to return to the action when you're done with this menu.

RELOAD CHECKPOINT

This automatically returns Lara to the last automatic save point that she passed. If you're unhappy with your performance in a particular battle, use this to jump back and give it another go.

SURVIVAL GUIDE

Explanations about your weapons, tools, crafting, combat techniques, and skills are all recorded here. Check them out at any time for a refresher on how everything works.



ARMOR-PIERCING ARROWS

Armor-piercing arrows can penetrate armor when fully charged. Automatically upgrades silent arrows.

OPTIONS

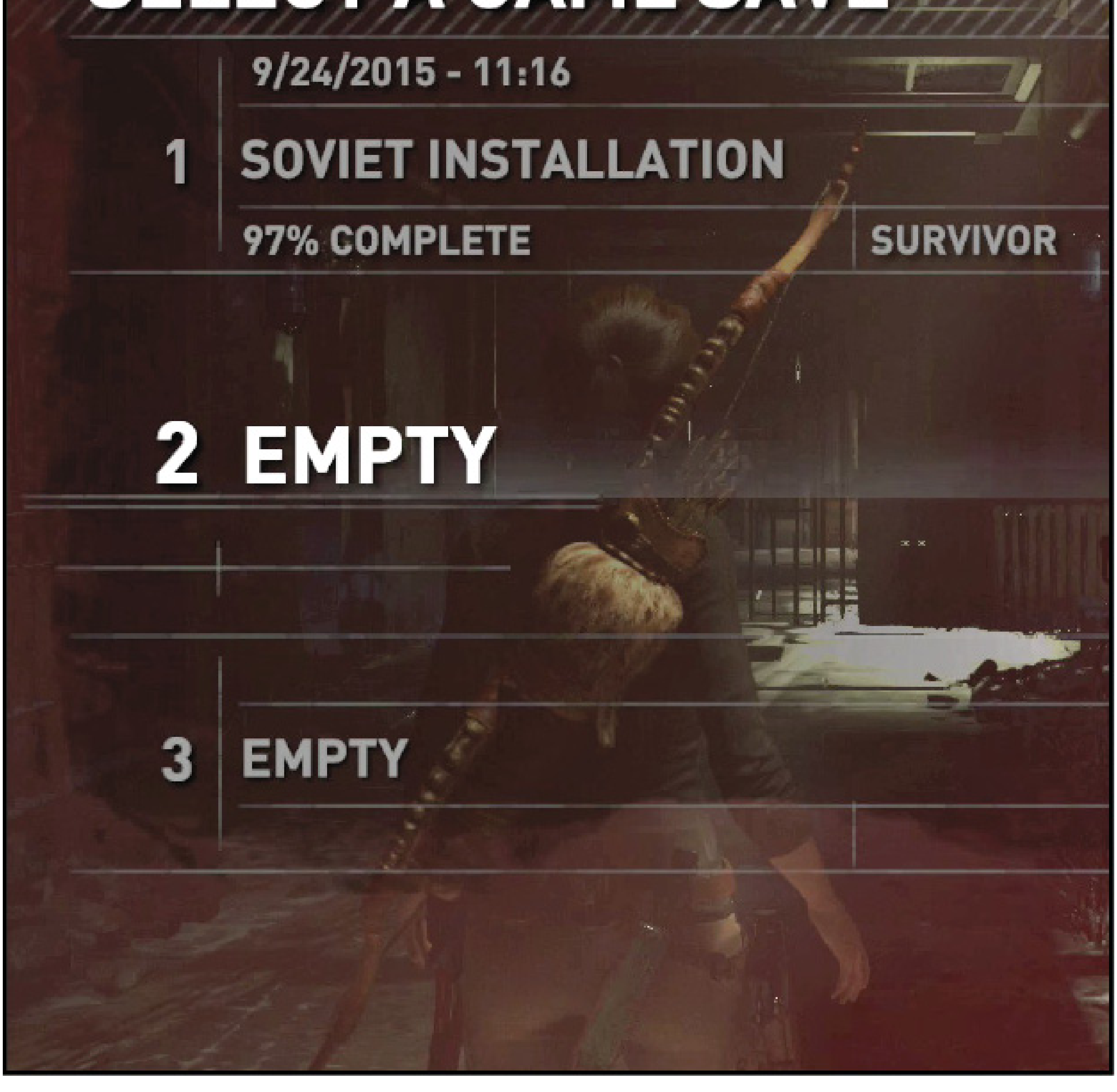
This brings up the same submenu that you already saw back in the Main Menu.

VIEW CONTROLS

Look here to see a copy of your controller with all of the commands called out!

CHANGE SAVE SLOT

Copy your current game into an extra slot if you're worried about going forward or if there is a spot coming up that you'd really like to show people later on.



SELECT A GAME SAVE

9/24/2015 - 11:16

1 SOVIET INSTALLATION

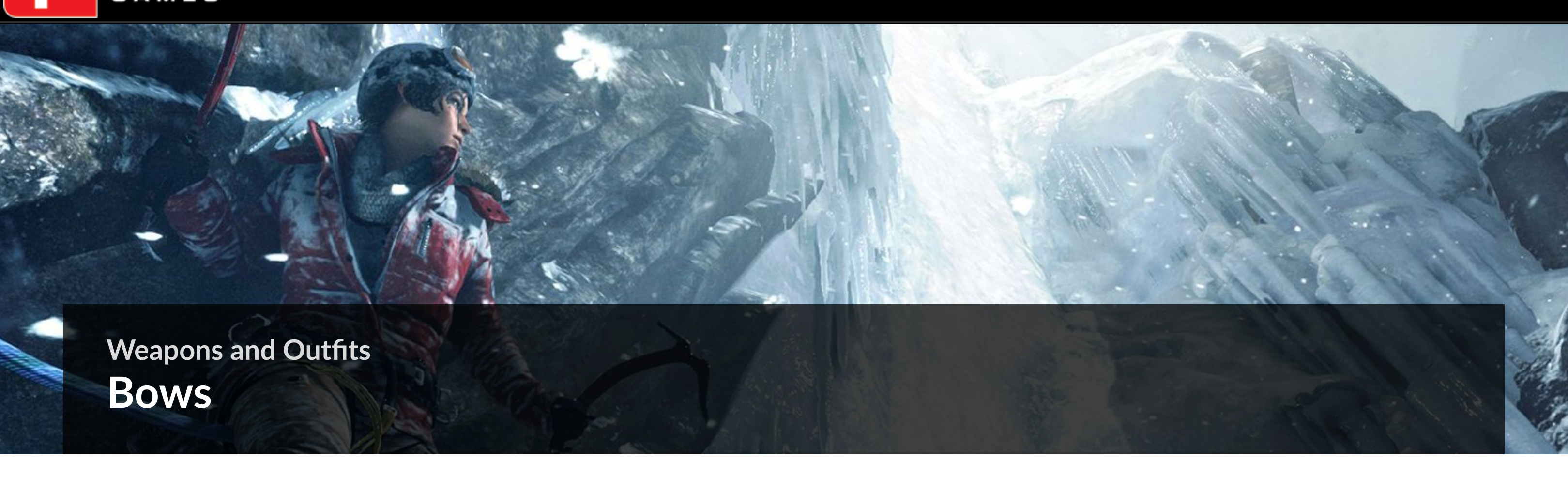
97% COMPLETE SURVIVOR

2 EMPTY

3 EMPTY

EXIT TO MAIN MENU

This returns you to the game's Main Menu. You lose any progress that you've made after the last save point, so be careful of selecting this too casually.



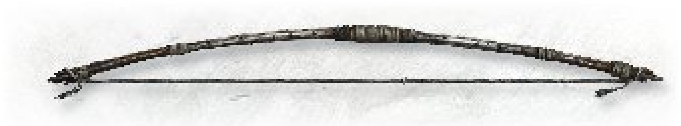
Weapons and Outfits

Bows

All Bows are effective as silent weapons that Lara uses to hunt or assassinate targets. Using headshots, she's able to take down many unarmored enemies without making a peep or risking a melee attack. Bows also serve as a way to get fire, poison, or explosives across the field. Using Specialty Arrows, Lara can take down heavier targets without needing to switch to her firearms.

Bows do not have any attachments, so all of their stats are improved through traditional upgrades.

MAKESHIFT LONGBOW



STATS	BASE
Damage	20
Draw Speed	30
Hold Time	40
Rate of Fire	30

UPGRADES

Tier I

-Reinforced Limbs (Improved damage)

-Grip Wrap (Faster Draw Speed)

-Wrapped String (Improved Hold Time)

-String Nocks (Faster Firing Rate)

Tier II

-Waxed String (Faster Draw Speed)

Tier III

-None

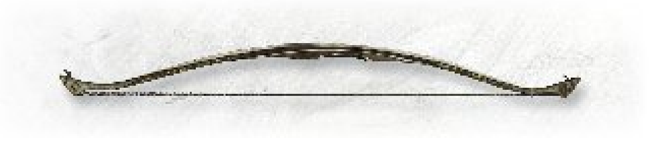
Tier IV

-None

Bare-bones Bow crafted from sticks. Simple yet dependable.

You craft this Bow during your time in the Siberian Wilderness. It's a very poor quality weapon, and you won't use it for too long. Once you get the recurve bow, you no longer use this one.

RECURVE BOW



STATS	BASE
Damage	40
Draw Speed	40
Hold Time	40
Rate of Fire	30

UPGRADES

Tier I

-Reinforced Limbs (Improved damage)

-Grip Wrap (Faster Draw Speed)

-Wrapped String (Improved Hold Time)

-String Nocks (Faster Firing Rate)

Tier II

-Waxed String (Faster Draw Speed)

-Notched Rest (Faster Firing Rate)

Tier III

-Shooting Glove (Improved Hold Time)

-Reinforced Shaft (Improved Damage)

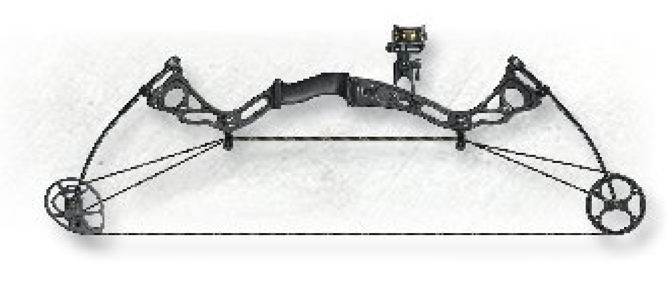
Tier IV

-Custom Shaft (Improved Hold Time)

A hand-crafted Bow that is balanced for effectiveness in all situations.

You find this in the Gulag, in the Soviet Installation map. It's part of the main storyline, and you cannot miss it. The Recurve Bow isn't as much of an assassin's weapon as the Compound Bow. It's lighter, faster, and performs wonderfully in a drawn out battle. You get more shots off and can aim very well due to the longer Hold Time. This is good against long-range targets that are mobile and tough to hit. If you use Bows to start fights, then the Compound Bow remains an amazing choice. If you rely more on your Bow in the middle of engagements, it's worthwhile to switch to the Recurve.

COMPOUND BOW



STATS	BASE
Damage	60
Draw Speed	20
Hold Time	20
Rate of Fire	20

UPGRADES

Tier I

-Reinforced Limbs (Improved Damage)

-Grip Wrap (Faster Draw Speed)

-Wrapped String (Improved Hold Time)

-String Nocks (Faster Firing Rate)

Tier II

-Waxed String (Faster Draw Speed)

-Trigger Release (Improved Hold Time)

-Adjusted Limbs (Improved Damage)

Tier III

-Stabilizer (Faster Firing Rate)

-Improved Cams (Improved Hold Time)

Tier IV

-Lubricated Cams (Faster Draw Speed)

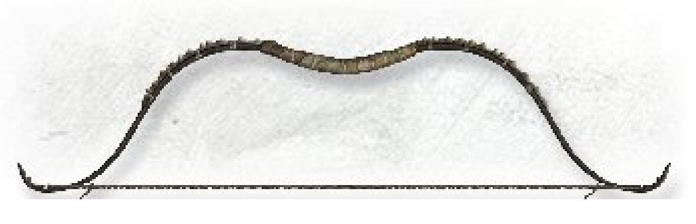
-Drop Away Rest (Improved Damage)

A technically advanced Bow focused on high damage.

You gather parts for this weapon from Strongboxes. The Compound Bow is very powerful, and it remains a serious addition to your arsenal for a long time. The damage per hit is, by itself, a great reason to continue using this weapon. It's superb for ambushes.

Combine the Compound Bow with Triple Shot and True Shot to become a master assassin at range. You can frequently start battles with multiple kills, even against enemies that are alert and watching each other.

ANCIENT HORN BOW



STATS	BASE
Damage	30
Draw Speed	50
Hold Time	40
Rate of Fire	50

UPGRADES

Tier I

-Reinforced Limbs (Improved Damage)

-Grip Wrap (Faster Draw Speed)

-Wrapped String (Improved Hold Time)

-String Nocks (Faster Firing Rate)

Tier II

-Waxed String (Faster Draw Speed)

-Weighted Horn (Faster Firing Rate)

Tier III

-Shooting Glove (Improved Hold Time)

-Thumb Release (Faster Firing Rate)

Tier IV

-Custom Horn Shaft (Improved Damage)

An ancient Byzantine Bow built for high firing speeds. Adorned with pieces of mountain ram horn.

This Bow is given to Lara as a reward for completing Surveillance Disruption, a Mission in Geothermal Valley. It's not very good at killing people outright; the Bow has low damage output, but it fires very quickly. You get the most out of this if you use your Bows for Specialty Arrow attacks and don't do very much direct killing or sniping with it. Specialty Arrows need to be on target, and you don't usually have much time to put them where they need to go. This Bow's crazy Draw Speed and Rate of Fire ensures that you can pepper an area with fire, explosives, or poison without missing a beat.

GRIM WHISPER

STATS	BASE
Damage	45
Draw Speed	50
Hold Time	40
Rate of Fire	50

UPGRADES

Tier I

-Reinforced Limbs (Improved Damage)

-Grip Wrap (Faster Draw Speed)

-Wrapped String (Improved Hold Time)

-String Nocks (Faster Firing Rate)

Tier II

-Waxed String (Faster Draw Speed)

-Weighted Horn (Faster Firing Rate)

Tier III

-Shooting Glove (Improved Hold Time)

-Thumb Release (Faster Firing Rate)

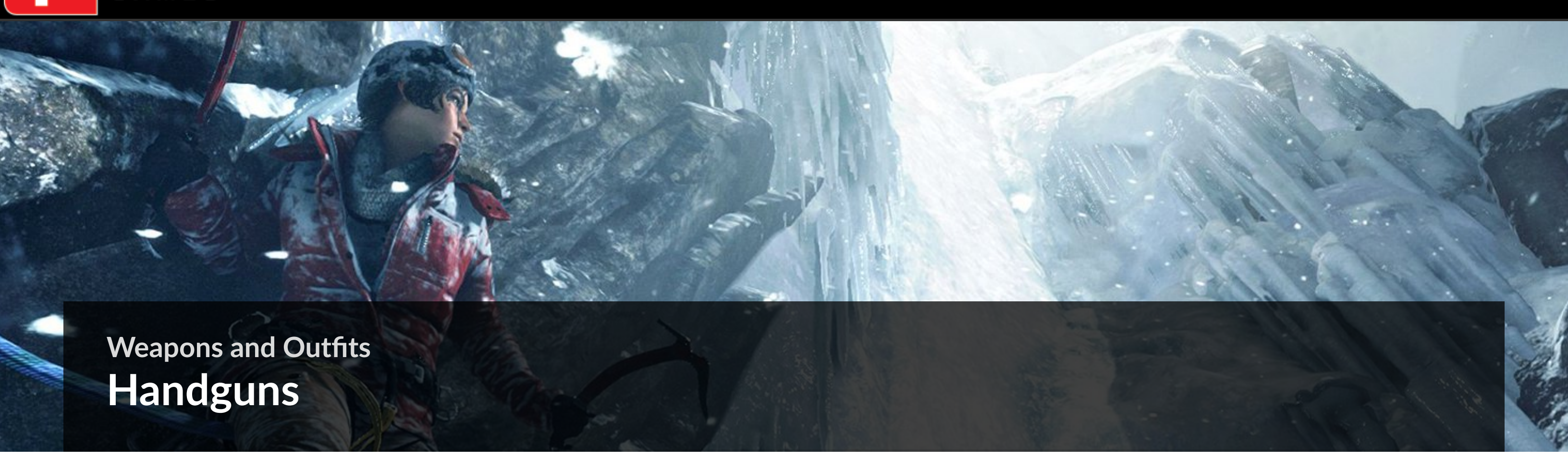
Tier IV

-Custom Horn Shaft (Improved Damage)

An ancient horn bow with decorative snow leopard fur-wrapped limbs.

You get this Bow by looting the Sarcophagi at the end of Crypts. It has four pieces and can be used as soon as you find all the pieces and return to a Base Camp.

This weapon is another combat Bow (as opposed to a sniping Bow). It has a very high rate of fire and draw speed, so you're able to react quickly in combat, take out new threats, and get back to cover. Grim Whisper has one of the best hold times in the game and its damage is second only to the Compound Bow. Once it is fully upgraded, it is nearly as powerful as the Compound Bow, but has almost double all the other stats.

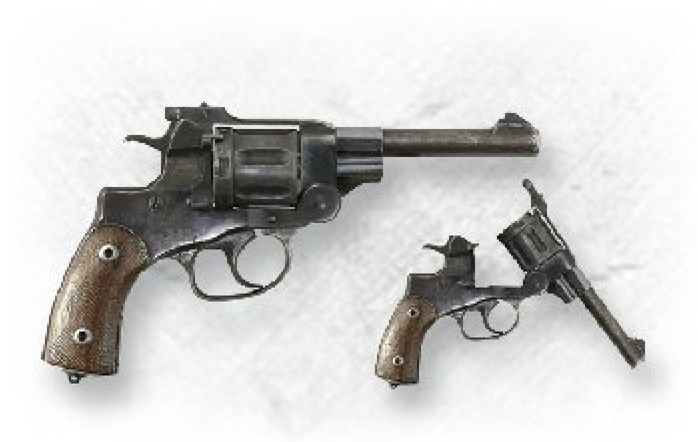


Weapons and Outfits

Handguns

Handguns become part of your arsenal during the Soviet Installation map. At first, these are loud weapons that reveal your position, but it is possible to get a Pistol Sight and a Pistol Suppressor. After that, Handguns become a viable assassination tool instead of being merely a backup weapon or something to use when you're running low on ammo for your bigger guns.

REVOLVER



STATS	BASE
Damage	30
Recoil Stability	40
Reload Speed	30
Ammo Capacity	15
Rate of Fire	30

UPGRADES

Tier I

-Polished Barrel (Improved Damage)

-Hollowed Hammer (Increased Rate of Fire)

-Muzzle Break (Better Recoil Stability)

Tier II

-Hair Trigger (Increased Rate of Fire)

-Padded Grip (Better Recoil Stability)

Tier III

-Rifled Barrel (Improved Damage)

-Speed Loader (Faster Reload Speed)

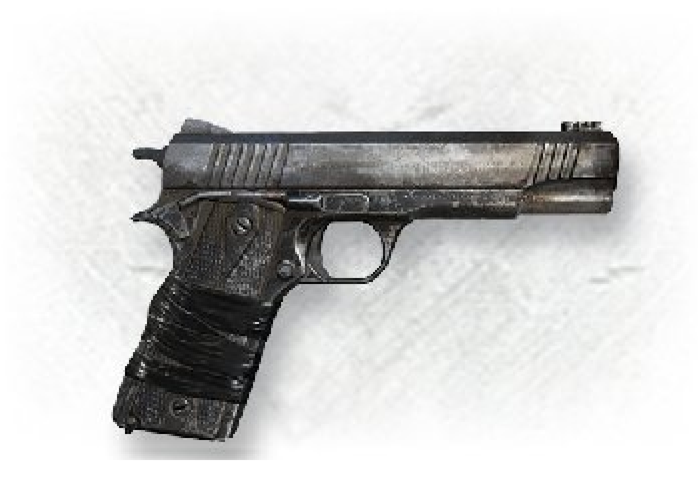
Tier IV

-Chromoly Barrel (Improved Damage)

An older Pistol that is balanced for a variety of situations.

You get the Revolver in the first part of the Soviet Installation map and can use it throughout the remainder of the game. It is outclassed by both other Pistols. The Semi-Auto has superior stats in almost every category and it also gets more upgrades. The Magnum isn't as easy to use, but it has even more damage and also gets a ton more upgrades. Thus, the Revolver is really just an early game weapon unless you're going for a particular achievement.

SEMI-AUTO PISTOL



STATS	BASE
Damage	20
Recoil Stability	30
Reload Speed	50
Ammo Capacity	40
Rate of Fire	40

UPGRADES

Tier I

-Polished Barrel (Improved Damage)

-Hollowed Hammer (Increased Rate of Fire)

-Muzzle Break (Better Recoil Stability)

-Polished Magazine (Faster Reload Speed)

-Large Magazine (Better Ammo Capacity)

Tier II

-Hair Trigger (Increased Rate of Fire)

-Ergonomic Grip (Better Recoil Stability)

-Extended Magazine (Better Ammo Capacity)

Tier III

-Rifled Barrel (Improved Damage)

-Improved Ejector (Increased Rate of Fire)

-Port Vented Slide (Better Recoil Stability)

-High Capacity Magazine (Better Ammo Capacity)

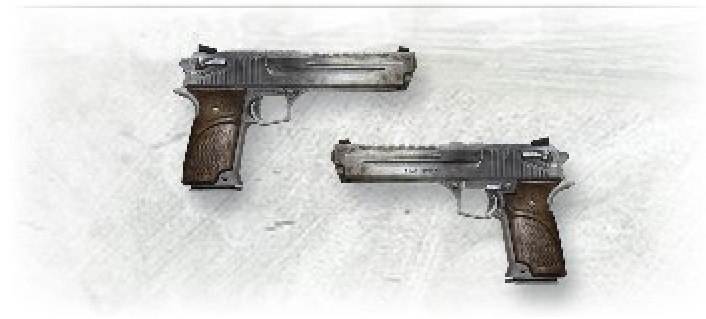
Tier IV

-Counterweight (Better Recoil Stability)

Standard issue Pistol that is focused on rapid firing speed.

The Semi-Auto Pistol is a classic sidearm that you collect from Strongboxes. It doesn't do as much damage as either of the other Pistols, but it still does a high amount of damage per second. You get many shots off while firing on your target, especially if you've upgraded the weapon. It's slightly weaker as a sniping or ambush weapon, but it's very good when you have to blow a single target down and don't care about ammo or subtlety.

HEAVY PISTOL



STATS	BASE
Damage	45
Recoil Stability	50
Reload Speed	40
Ammo Capacity	30
Rate of Fire	20

UPGRADES

Tier I

-Polished Barrel (Improved Damage)

-Hollowed Hammer (Increased Rate of Fire)

-Muzzle Break (Better Recoil Stability)

-Polished Magazine (Faster Reload Speed)

-Large Magazine (Better Ammo Capacity)

Tier II

-Custom Grip (Better Recoil Stability)

-Extended Magazine (Better Ammo Capacity)

-Lubricated Well (Faster Reload Speed)

Tier III

-Rifled Barrel (Improved Damage)

-Improved Ejector (Increased Rate of Fire)

-Port Vented Slide (Better Recoil Stability)

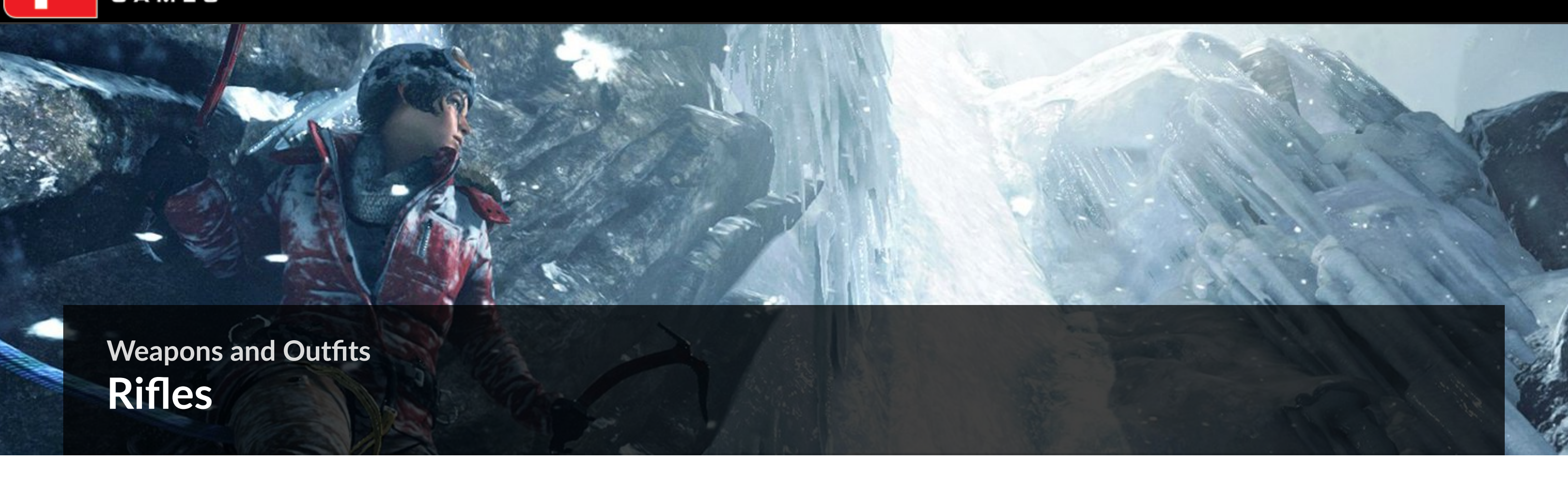
Tier IV

-Quick Release Magazine (Faster Reload Speed)

A refined Pistol that fires smooth and steady.

You get the Heavy Pistol from Strongboxes later on in the game. It's a deadly gun that is harder to work with in the middle of a firefight. However, it's excellent for taking out individuals even if they're wearing armor. The high damage per shot conserves ammo and ensures that the first shot of an ambush does the most that it can.

Combine the Heavy Pistol with Hollow Point ammo for the best results. You get a huge amount of bang for your buck, and this lets you stretch your crafted ammo budget farther than it you used it with the Semi-Auto Pistol.



Weapons and Outfits

Rifles

On the whole, rifles are long-range weapons with fairly high damage and accuracy. You get multiple attachments for them, including a Rifle Suppressor, a Laser Sight, and a Grenade Attachment. Together, these make your Rifles incredibly versatile and powerful.

ASSAULT RIFLE

STATS	BASE
Damage	20
Accuracy	20
Reload Speed	40
Clip Capacity	50
Rate of Fire	50

UPGRADES

Tier I

-Match Grade Barrel (Improves Damage)

-Modified Firing Pin (Raises Firing Rate)

-Padded Stock (Increases Recoil Stability)

-Barrel Shroud (Faster Reloading)

-Extended Magazine (Higher Ammo Capacity)

Tier II

-Barrel Extension (Improves Damage)

-Polished Receiver (Raises Firing Rate)

-Wrapped Magazine (Faster Reloading)

-Custom Grip (Increases Recoil Stability)

Tier III

-Chromoly Barrel (Improves Damage)

-Taped Double Magazines (Faster Reloading)

-Muzzle Brake (Increases Recoil Stability)

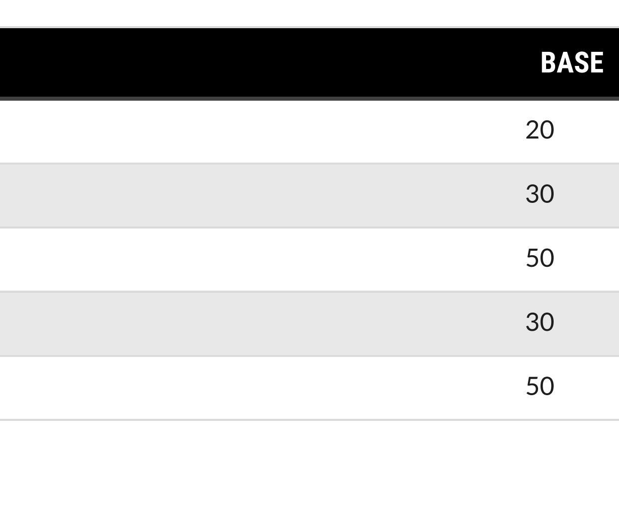
-High Capacity Magazine (Higher Ammo Capacity)

Tier IV -Improved Gas Port (Raises Firing Rate)

A balanced, dependable rifle for any scenario.

You get the Assault Rifle fairly early in your career, but this gun doesn't entirely go out of style at any point. The other Rifles feature superior stats for specific styles of play, but the Assault Rifle is never a bad choice. Keep this equipped when you want to be able to fight at almost any range and deal decent damage. With this gun, you have a jack of all trades.

SMG



STATS	BASE
Damage	20
Accuracy	30
Reload Speed	50
Clip Capacity	30
Rate of Fire	50

UPGRADES

Tier I

-Match Grade Barrel (Improves Damage)

-Modified Firing Pin (Raises Firing Rate)

-Padded Stock (Increases Recoil Stability)

-Barrel Shroud (Faster Reloading)

-Extended Magazine (Higher Ammo Capacity)

Tier II

-Polished Magazine (Faster Reloading)

-Custom Grip (Increases Recoil Stability)

Tier III

-Chromoly Barrel (Improves Damage)

-Hair Trigger (Raises Firing Rate)

-Muzzle Brake (Increases Recoil Stability)

Tier IV

-Custom Recoil Assembly (Raises Firing Rate)

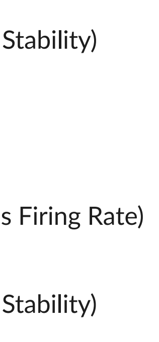
-Folding Stock (Increases Recoil Stability)

Snub-nosed gun focused on rapid firing.

The SMG loses to the other Rifles in terms of ammo consumption and long-ranged attacks. However, it spits out fast damage at short range. You lock down opponents and eliminate them safely, even if your aim is only decent.

Against non-armored opponents, the SMG is quite deadly. Deathless and Enforcers laugh it off. Most other targets live in constant fear of it

BOLT ACTION RIFLE



STATS	BASE
Damage	60
Recoil Stability	50
Reload Speed	10
Ammo Capacity	10
Rate of Fire	10

UPGRADES

Tier I

-Match Grade Barrel (Improves Damage)

-Padded Stock (Increases Recoil Stability)

Tier II

-Barrel Extension (Improves Damage)

-Polished Bolt (Faster Reloading)

-Custom Grip (Increases Recoil Stability)

Tier III

-Chromoly Barrel (Improves Damage)

-Lubricated Bolt (Faster Reloading)

Tier IV

-Custom Bolt Handle (Faster Reloading)

-Custom Stock (Increases Recoil Stability)

Single shot Rifle that deals heavy damage.

The Bolt Action Rifle is the ideal sniping weapon. It improves on the Bow's damage, and offers better accuracy along the way. Use this for extremely long-range battles. Kill unaware targets, or those who have taken cover. The Bolt Action Rifle is even dangerous against well-armored foes.

This Rifle is weakest when you're facing melee attackers, highly mobile targets, or large groups. Make sure to upgrade your Shotgun often if you like the Bolt Action Rifle, because Shotguns are your best defense against enemies that exploit this Rifles' weaknesses.

MILITARY RIFLE

STATS	BASE
Damage	25
Recoil Stability	50
Reload Speed	30
Ammo Capacity	40
Rate of Fire	20

UPGRADES

Tier I

-Match Grade Barrel (Improves Damage)

-Modified Firing Pin (Raises Firing Rate)

-Padded Stock (Increases Recoil Stability)

-Barrel Shroud (Faster Reloading)

-Extended Magazine (Higher Ammo Capacity)

Tier II

-Barrel Extension (Improves Damage)

-Polished Receiver (Raises Firing Rate)

-Custom Magazine (Faster Reloading)

-Custom Grip (Increases Recoil Compensation)

Tier III -Chromoly Barrel (Improves Damage)

-Quick Release Magazine (Faster Reloading)

-Muzzle Brake (Increases Recoil Stability)

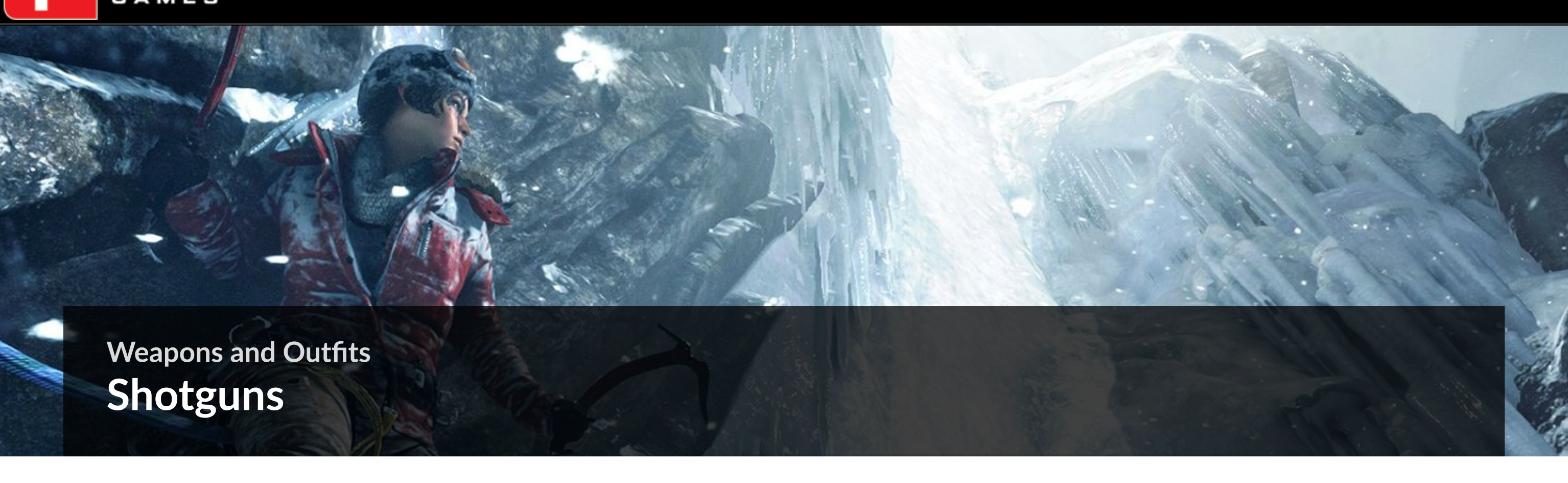
-Drum Magazine (Higher Ammo Capacity)

Tier IV -Custom Receiver (Raises Firing Rate)

A military-grade Rifle that is focused on smooth firing.

This Rifle is closest to the Assault Rifle; it has well-balanced stats so that you can take it into almost any type of engagement. The primary strength of the weapon is that it has extremely high Accuracy. You put shots on your target without any difficulty, so very little damage is wasted. You won't burst quite as well as you could with the SMG at close range, but over time you can take down more targets, safely, compared to the other choices.

In short, this gun loses at short range to SMGs and Shotguns. It is dominant at medium range, and is still amazing at long range. It even stands up to the Bolt Action Rifle there, due to its improved ammo capacity and firing rate.



Weapons and Outfits

Shotguns

Shotguns are close-quarters weapons that sport high damage and major stopping power. They throw people around, making it easier to stop their attacks as you work to defeat them. Shotguns excel against small groups and individuals, but lose their viability when you're surrounded, have too many targets, or are attacked at long range.

PUMP-ACTION SHOTGUN

STATS	BASE
Damage	40
Recoil Stability	35
Reload Speed	30
Ammo Capacity	30
Rate of Fire	30

UPGRADES

Tier I

-Custom Forcing Cone (Improves Damage)

-Rapid Fire Modification (Raises Firing Rate)

-Padded Grip (Increases Recoil Stability)

-Barrel Shroud (Faster Reloading)

-Tube Magazine Extender (Added Ammo Capacity)

Tier II

-Custom Trigger (Raises Firing Rate)

-Modified Ejector (Faster Reloading)

Tier III

-Back-Bored Barrel (Improves Damage)

-Muzzle Weight (Increases Recoil Stability)

Tier IV

-Auto Load Modification (Faster Reloading)

-Pump Grip (Increases Recoil Stability)

This Shotgun is always useful. It is a balanced weapon for any arsenal.

All of the Shotguns sport high damage potential. This one trades some of that damage so that it has a decent amount of ammo and can stand up in a longer engagement. Use the pump action shotgun against groups with multiple, light opponents.

BREAK-ACTION SHOTGUN

STATS	BASE
Damage	60
Recoil Stability	20
Reload Speed	40
Ammo Capacity	10
Rate of Fire	40

UPGRADES

Tier I

-Custom Forcing Cone (Improves Damage)

-Padded Grip (Increases Recoil Stability)

-Barrel Shroud (Faster Reloading)

Tier II

-Custom Trigger (Raises Firing Rate)

-Wrapped Grip (Increases Recoil Stability)

Tier III

-Back-Bored Barrel (Improves Damage)

-Forced Ejector Mod (Faster Reloading)

-Muzzle Weight (Increases Recoil Stability)

Tier IV

-Lubricated Hinge (Faster Reloading)

-Balanced Stock (Increases Recoil Stability)

When stopping power is key, this is the Shotgun of choice.

The Break-Action Shotgun gives you maximal force. You have to reload often, and it doesn't fire quickly. You won't stand up well to a push from many opponents. However, it's perfect when there is a single melee attacker that needs to die right freaking now. The Break-Action Shotgun pairs wonderfully with long-range Rifles and a player who uses cover well. When a target charges to try and flank you, switch to this Shotgun, eliminate that opponent almost instantly, and get back to business with your Bow/Rifle.

FULL-AUTO SHOTGUN

STATS	BASE
Damage	20
Recoil Stability	25
Reload Speed	50
Ammo Capacity	40
Rate of Fire	50

UPGRADES

Tier I

-Custom Forcing Cone (Improves Damage)

-Padded Grip (Increases Recoil Stability)

-Barrel Shroud (Faster Reloading)

Tier II

-Extended Magazine (Added Ammo Capacity)

-Modified Ejector (Faster Reloading)

Tier III

-Back-Bored Barrel (Improves Damage)

-Improved Feeder (Raises Firing Rate)

-Large Drum Magazine (Added Ammo Capacity)

Tier IV

-Quick Drum Release (Faster Reloading)

This Shotgun is a powerhouse that deals damage at high speed.

Though this Shotgun has lower damage per shot, it spits shells at blinding speed. It's also surprisingly accurate. Use this gun when you're trying to eliminate small groups or individual targets at short- or medium-range. This weapon almost entirely replaces the Pump-Action Shotgun. Though you don't have the ammo capacity of the earlier Shotgun, this one reloads quickly, hits targets at a superior range, and bursts well enough to stop heavier opponents.

TACTICAL SHOTGUN

STATS	BASE
Damage	30
Recoil Stability	55
Reload Speed	30
Ammo Capacity	30
Rate of Fire	25

UPGRADES

Tier I

-Custom Forcing Cone (Improves Damage)

-Rapid Fire Modification (Raises Firing Rate)

-Padded Grip (Increases Recoil Stability)

-Barrel Shroud (Faster Reloading)

-Tube Magazine Extender (Added Ammo Capacity)

Tier II

-Custom Trigger (Raises Firing Rate)

-Modified Ejector (Faster Reloading)

Tier III

-Back-Bored Barrel (Improves Damage)

-Vented Barrel (Increases Recoil Stability)

-Drum Magazine (Added Ammo Capacity)

Tier IV

-Ghost Ring Sight (Raises Firing Rate)

Smooth and steady firing with plenty of power.

The Tactical Shotgun is purchased from the Supply Shack. It's a potent Shotgun that doesn't have any weaknesses. Once upgraded, it becomes your core weapon for any short-range battle.

THUNDERCLAP

STATS	BASE
Damage	80
Recoil Stability	20
Reload Speed	40
Ammo Capacity	10
Rate of Fire	40

UPGRADES

Tier I

-Custom Forcing Cone (Improves Damage)

-Padded Grip (Increases Recoil Stability)

-Barrel Shroud (Faster Reloading)

Tier II

-Custom Trigger (Raises Firing Rate)

-Wrapped Grip (Increases Recoil Stability)

Tier III

-Back-Bored Barrel (Improves Damage)

-Forced Ejector Mod (Faster Reloading)

-Muzzle Weight (Increases Recoil Stability)

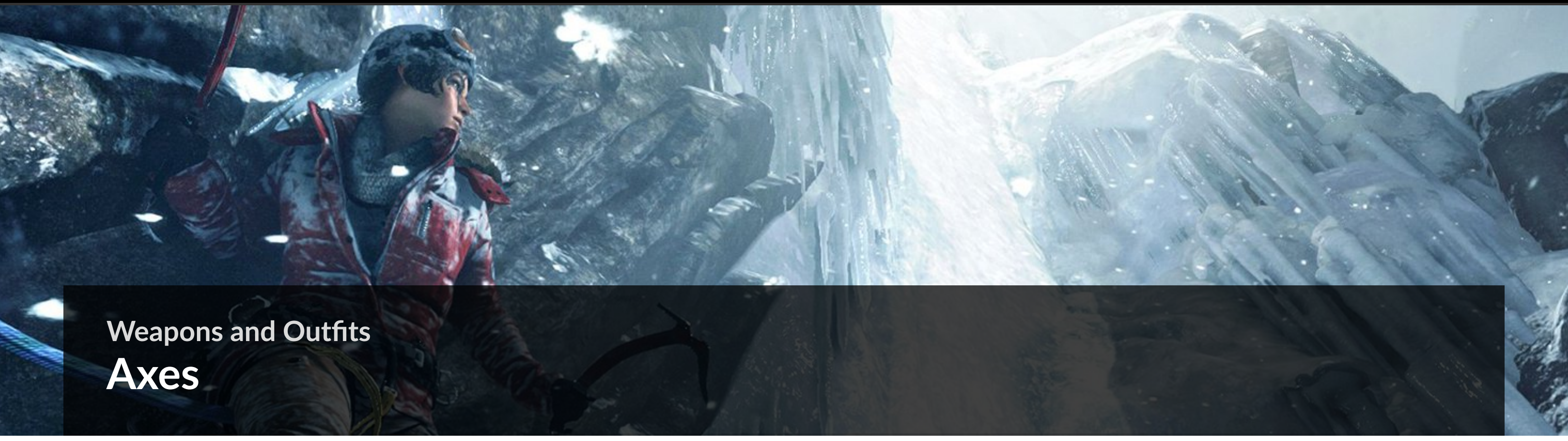
Tier IV

-Lubricated Hinge (Faster Reloading)

-Balanced Stock (Increases Recoil Stability)

Gilded break-action shotgun that deals heavy damage and isn't quiet about it.

This extremely deadly weapon is awarded to Lara after she reaches 100% completion on the game (find all collectible items, complete the story, and beat all Challenges, Tombs, Crypts, and Missions). The damage output, per second of firing, is higher than anything else in the game. Melt everything that gets close to you.



Weapons and Outfits

Axes

THE CLIMBING AXE

STATS	BASE
Strength	10

UPGRADES

Tier I

-Wrapped Handle (Your melee combos knock down even armored opponents)

-Honed Edge (Improves prying speed)

Tier II

-Reinforced Shaft (Destroys enemy armor with melee attacks)

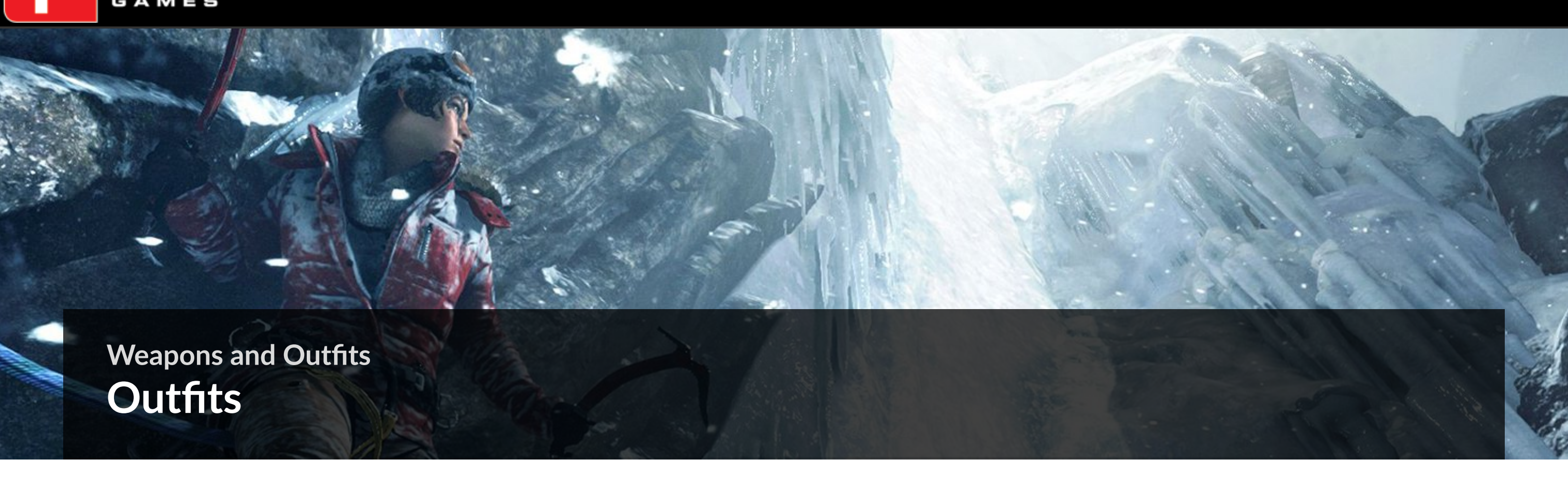
Tier III

-Leashed Handle (Almost instant prying speed)

Tier IV -None

A sturdy metal ice climbing axe. You begin the game with this weapon, and it is always available to you.

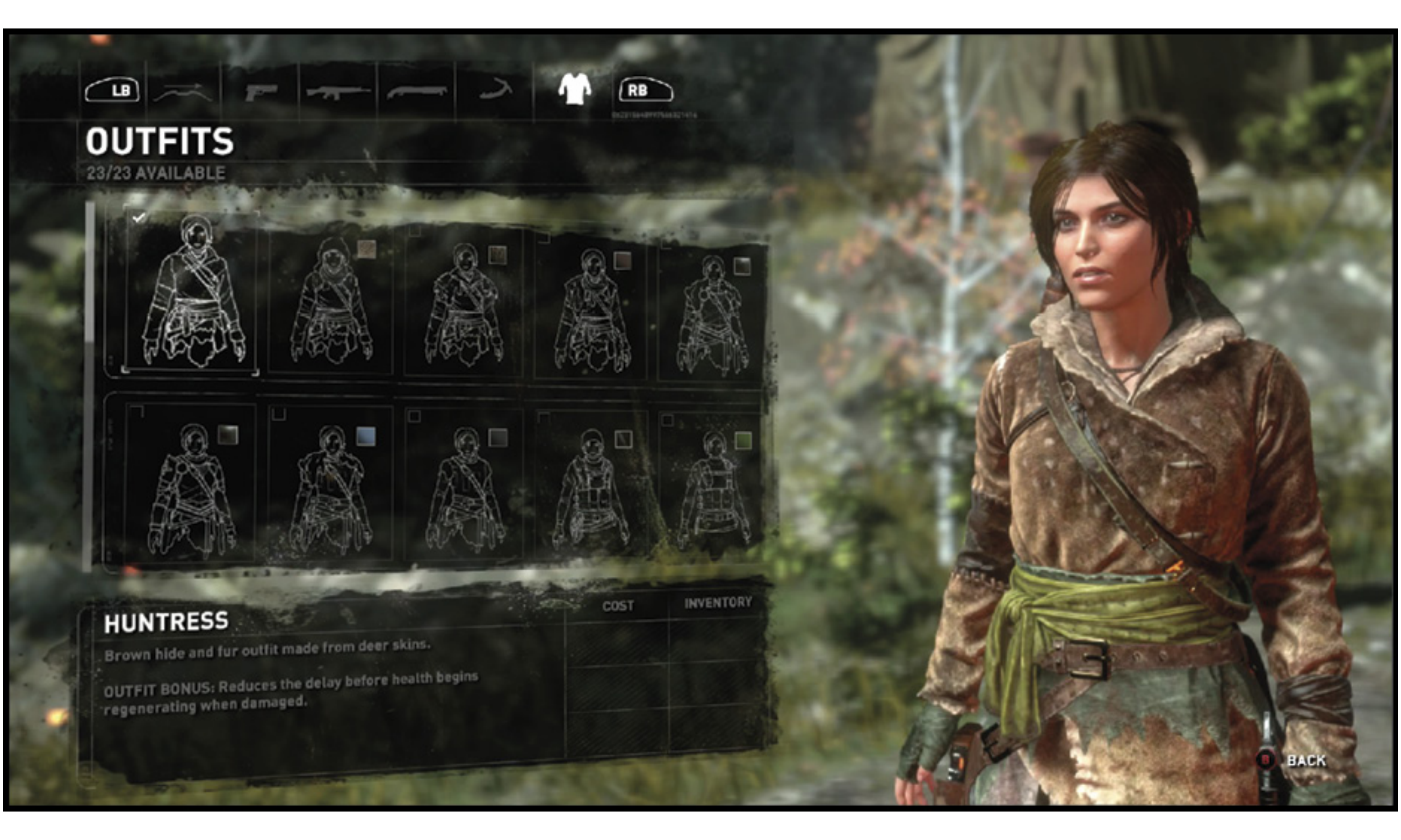
Lara can't go anywhere without her Axe. This is a weapon for melee combat and a tool for grabbing hold of ice and rock alike. You should upgrade this as soon as possible without any fear of waste, because you end up using your Axe throughout the entire game. It's especially powerful against heavily armored targets, like Enforcers and Deathless. When upgraded, your Axe rips through their armor and either kills them or leaves them vulnerable to ranged attacks against their exposed flesh.



Weapons and Outfits

Outfits

HUNTRESS

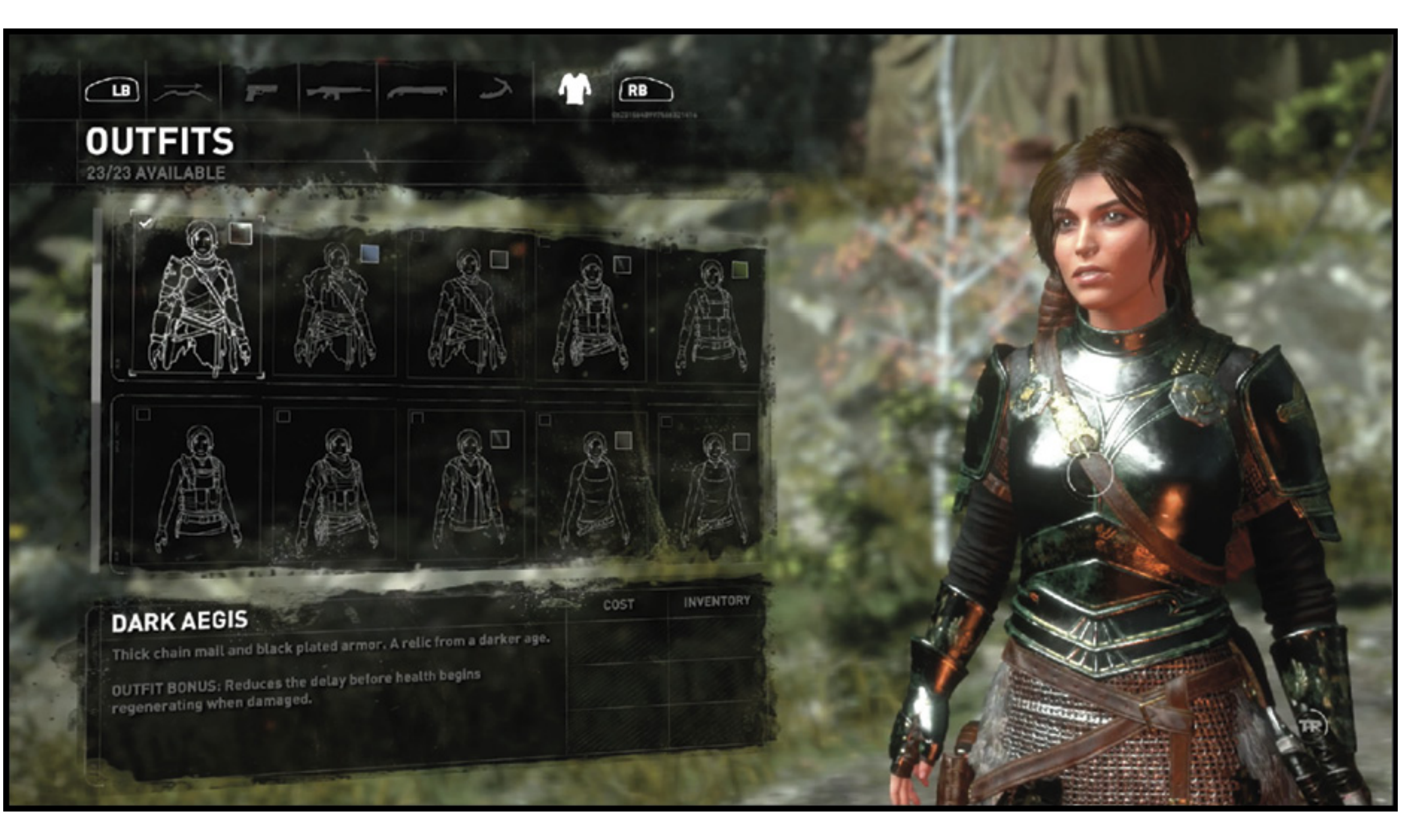

LB
RB
OUTFITS
23/23 AVAILABLE
HUNTRESS
COST
INVENTORY
BACK

Brown hide and fur outfit made from deer skins.
OUTFIT BONUS: Reduces the delay before health begins regenerating when damaged.

Brown hide and fur outfit made from deer skins. This outfit provides a bonus: your health regenerates sooner after taking damage.

Get this by completing two missions for a woman in Geothermal Valley, on the south side of the map.

SACRA UMBRA

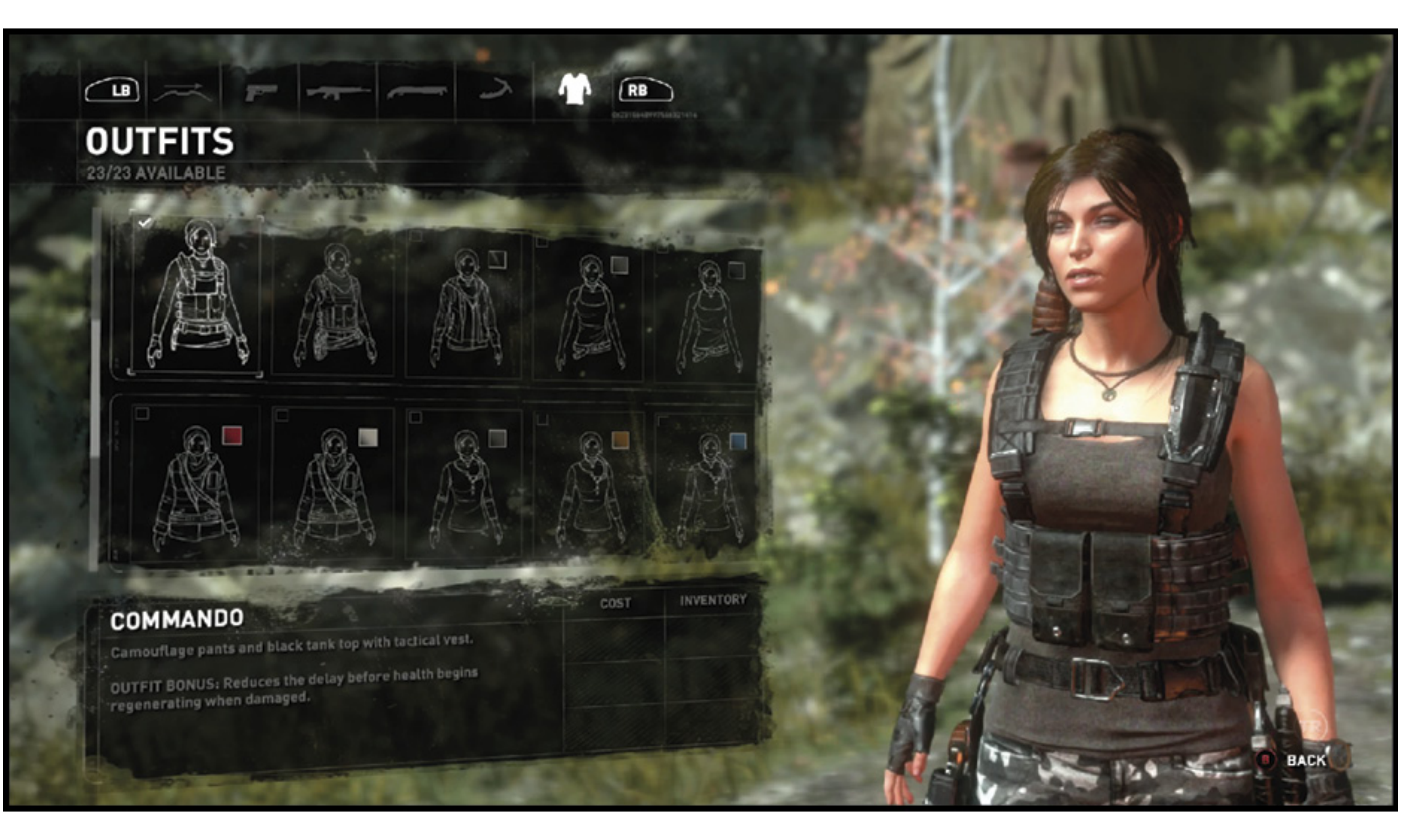

LB
RB
OUTFITS
23/23 AVAILABLE
DARK AEGIS
COST
INVENTORY

Thick chain mail and black plated armor. A relic from a darker age.
OUTFIT BONUS: Reduces the delay before health begins regenerating when damaged.

Thick chain mail and black plated armor. A relic from a darker age. This outfit provides a bonus: your health regenerates sooner after taking damage.

Get this outfit by completing Ancient Secrets for an herbalist in Geothermal Valley.

COMMANDO

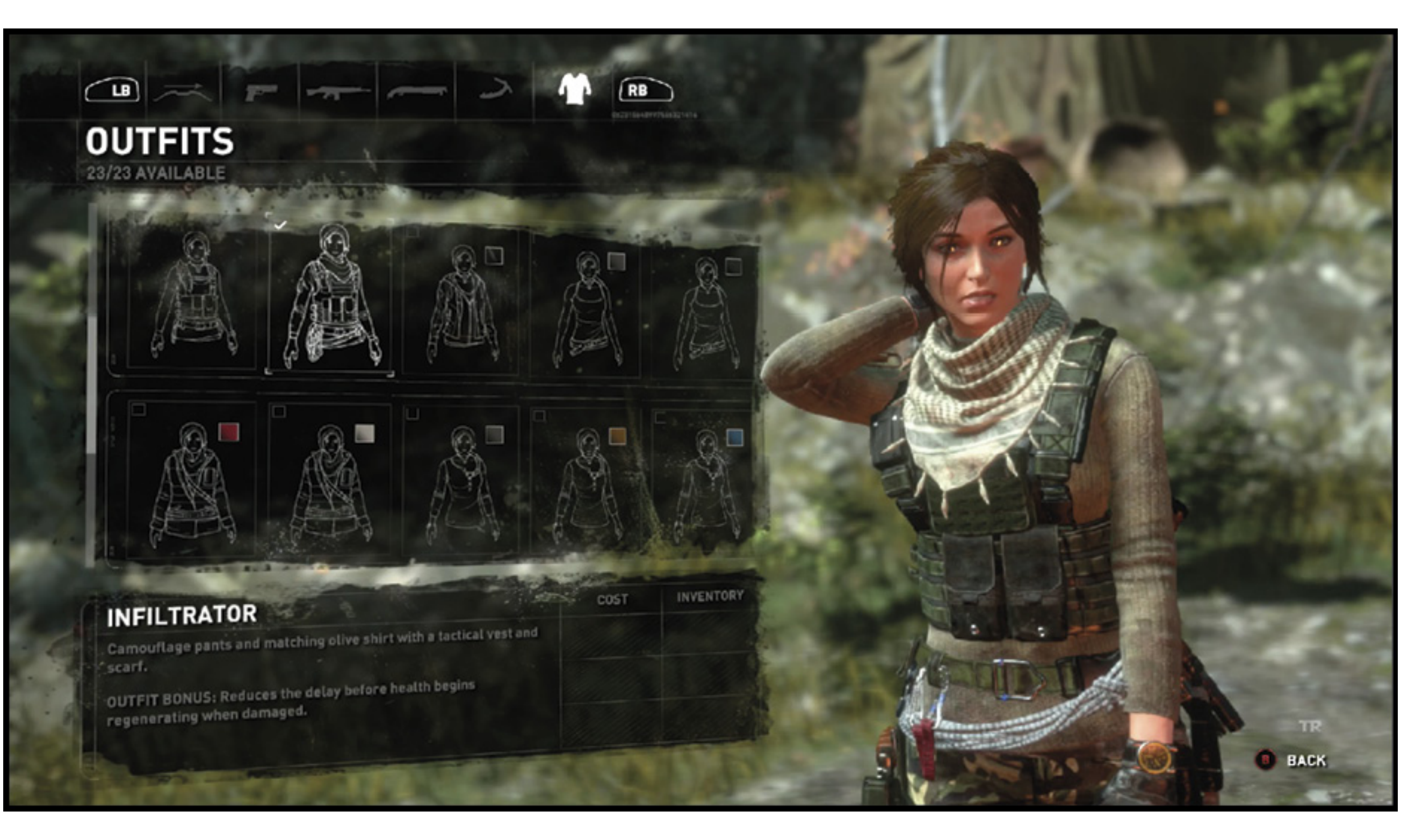

LB
RB
OUTFITS
23/23 AVAILABLE
COMMANDO
COST
INVENTORY
BACK

Camouflage pants and black tank top with tactical vest.
OUTFIT BONUS: Reduces the delay before health begins regenerating when damaged.

Camouflage pants and black tank top with tactical vest. This outfit provides a bonus: your health regenerates sooner after taking damage.

Purchase this outfit from the Supply Shack.

INFILTRATOR

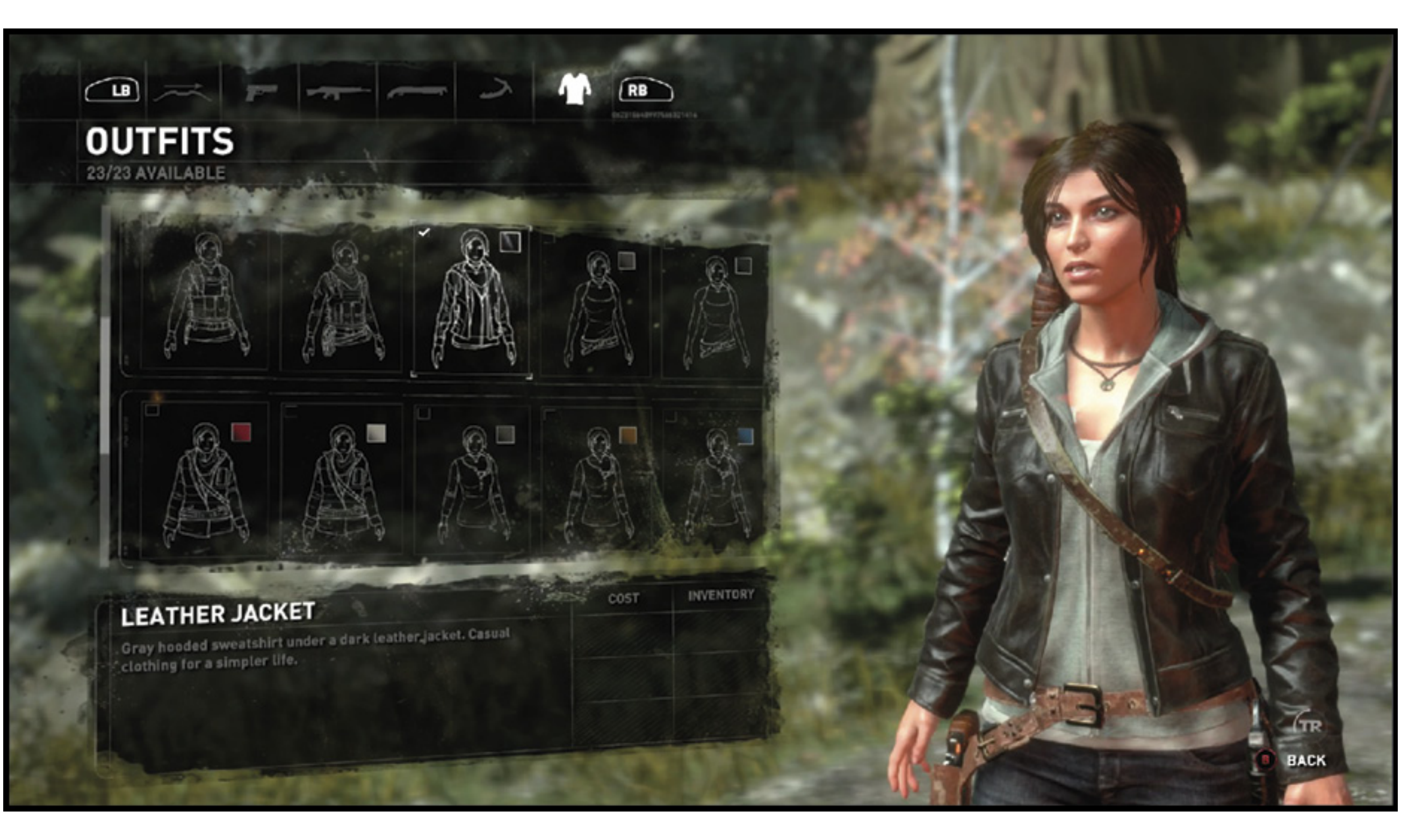

LB
RB
OUTFITS
23/23 AVAILABLE
INFILTRATOR
COST
INVENTORY
BACK

Camouflage pants and matching olive shirt with a tactical vest and scarf.
OUTFIT BONUS: Reduces the delay before health begins regenerating when damaged.

Camouflage pants and matching olive shirt with a tactical vest and scarf. This outfit provides a bonus: your health regenerates sooner after taking damage.

Finish a Mission (The Unlucky Ones) for the man at the Logging Camp Base Camp. He'll give you this outfit.

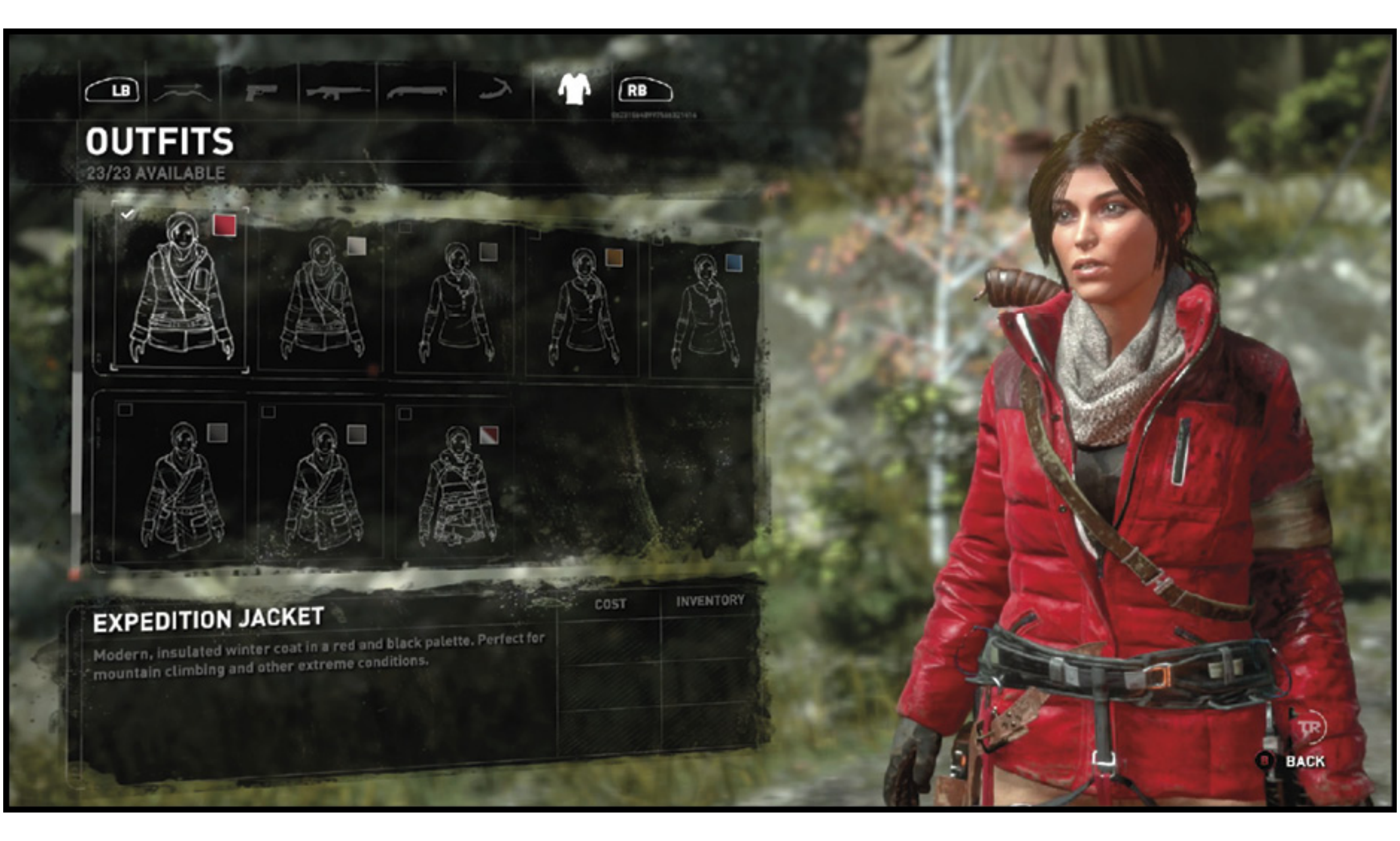
LEATHER JACKET


LB
RB
OUTFITS
23/23 AVAILABLE
LEATHER JACKET
COST
INVENTORY
BACK

Gray hooded sweatshirt under a dark leather jacket. Casual clothing for a simpler life.

Gray hooded sweatshirt under a dark leather jacket. Casual clothing for a simpler life.

EXPEDITION JACKET

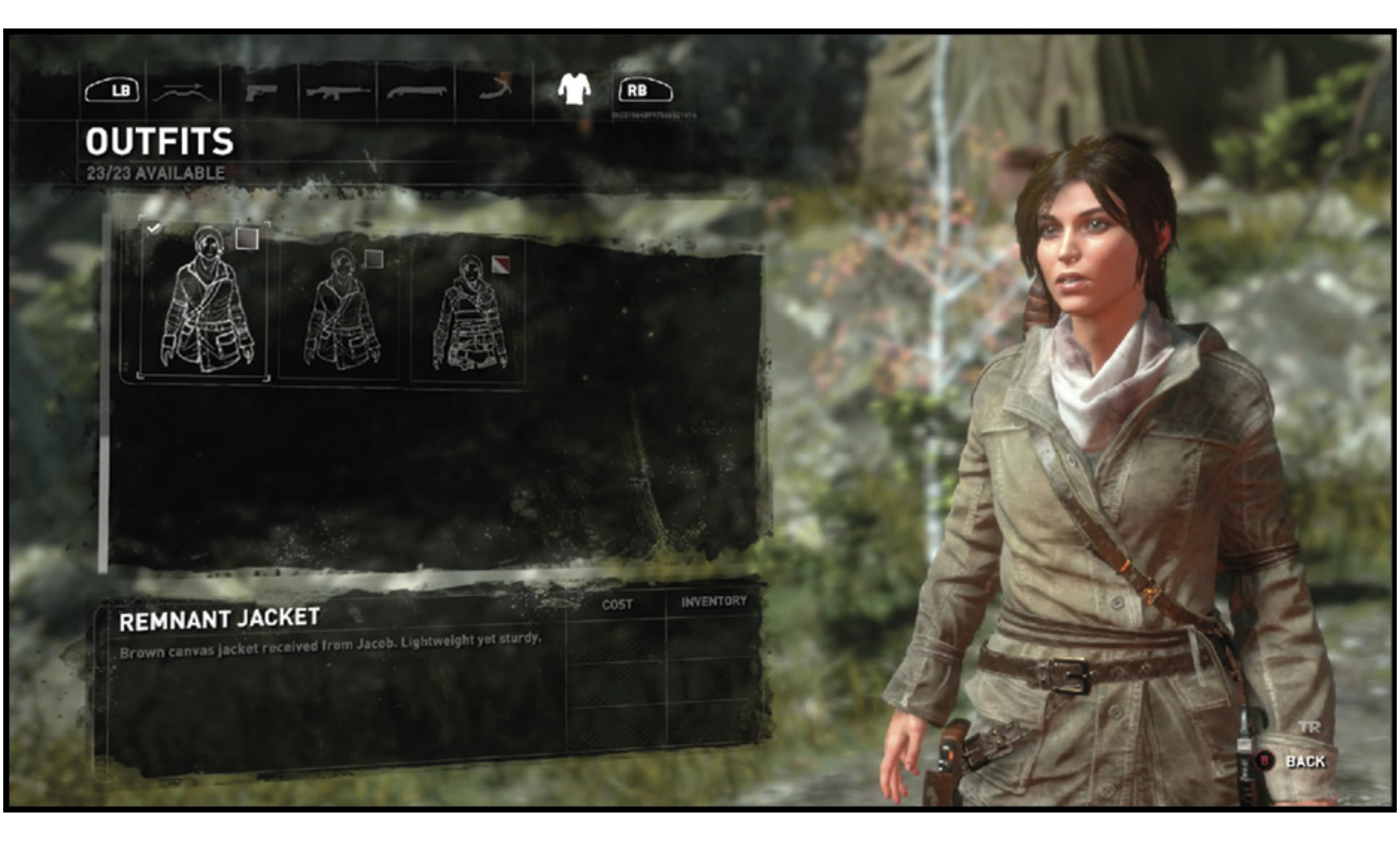

LB
RB
OUTFITS
23/23 AVAILABLE
EXPEDITION JACKET
COST
INVENTORY
BACK

Modern, insulated winter coat in a red and black palette. Perfect for mountain climbing and other extreme conditions.

Modern, insulated winter coat in a red and black palette. Perfect for mountain climbing and other extreme conditions.

You unlock this outfit during your progression through the story.

REMNANT JACKET

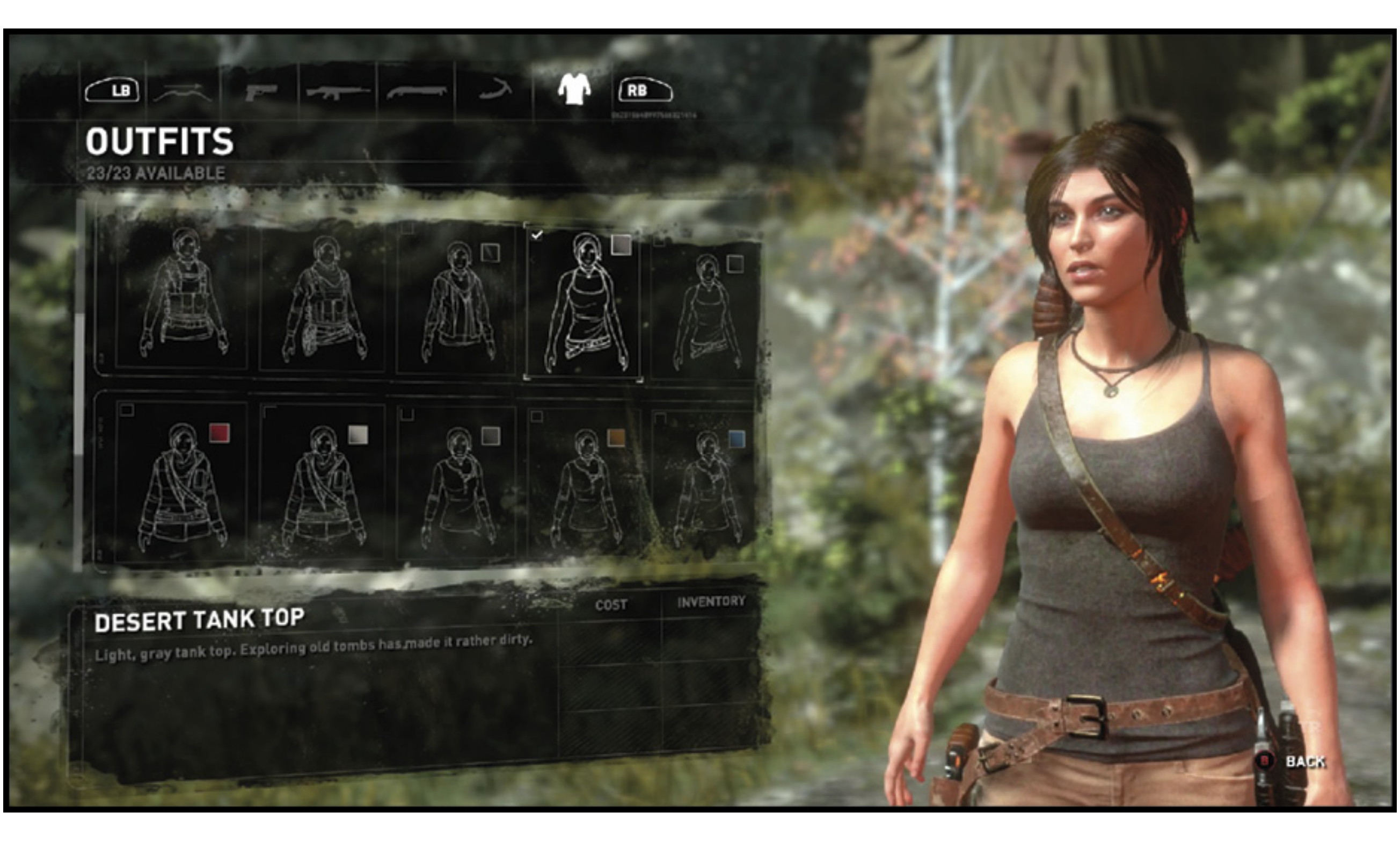

LB
RB
OUTFITS
23/23 AVAILABLE
REMNANT JACKET
COST
INVENTORY
BACK

Brown canvas jacket received from Jacob. Lightweight yet sturdy.

Brown canvas jacket received from Jacob. Lightweight, yet sturdy.

You unlock this outfit during your progression through the story.

DESERT TANK TOP

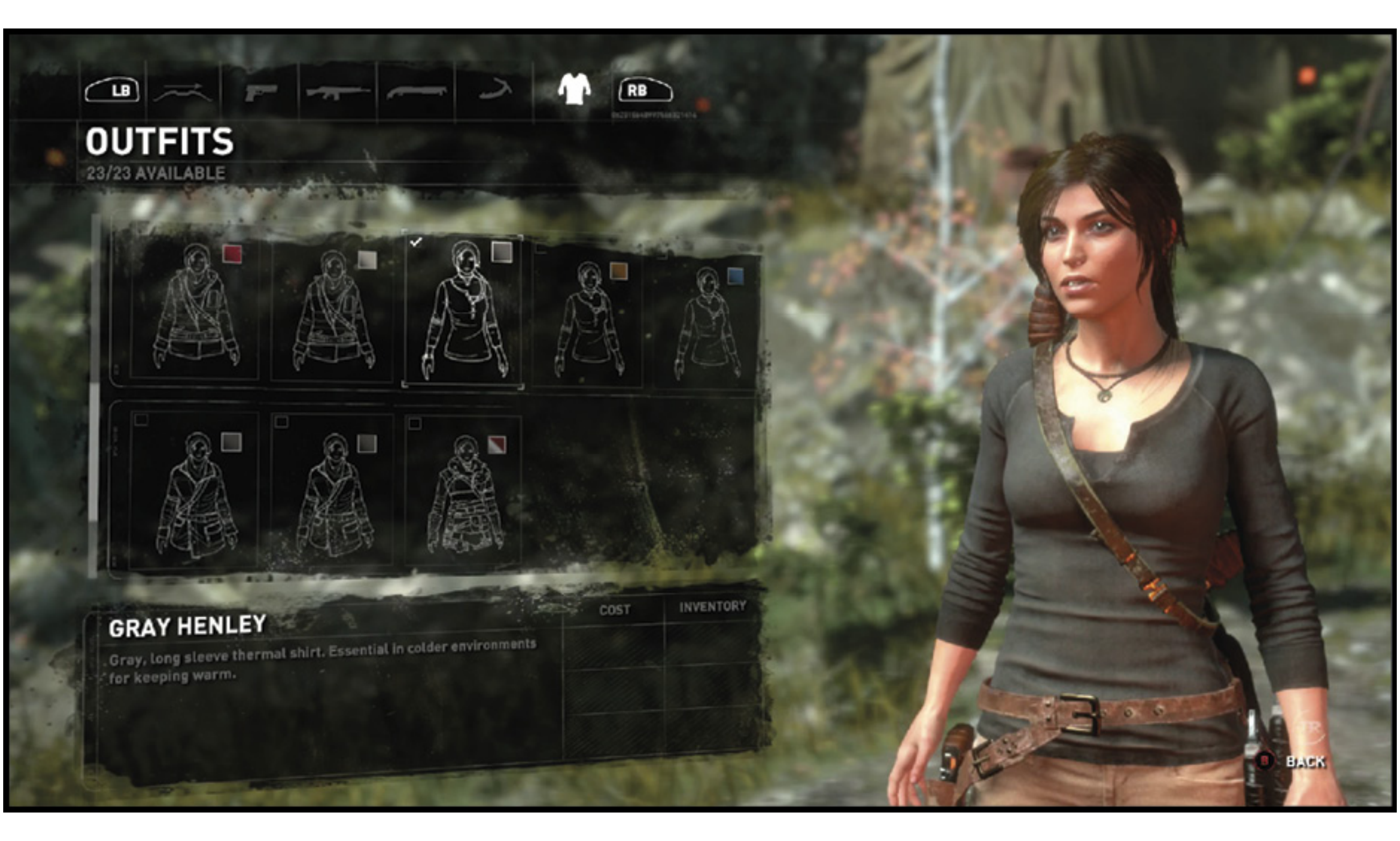

LB
RB
OUTFITS
23/23 AVAILABLE
DESERT TANK TOP
COST
INVENTORY
BACK

Light, gray tank top. Exploring old tombs has made it rather dirty.

Light, gray tank top. Exploring old tombs has made it rather dirty.

You unlock this outfit during your progression through the story.

GRAY HENLEY

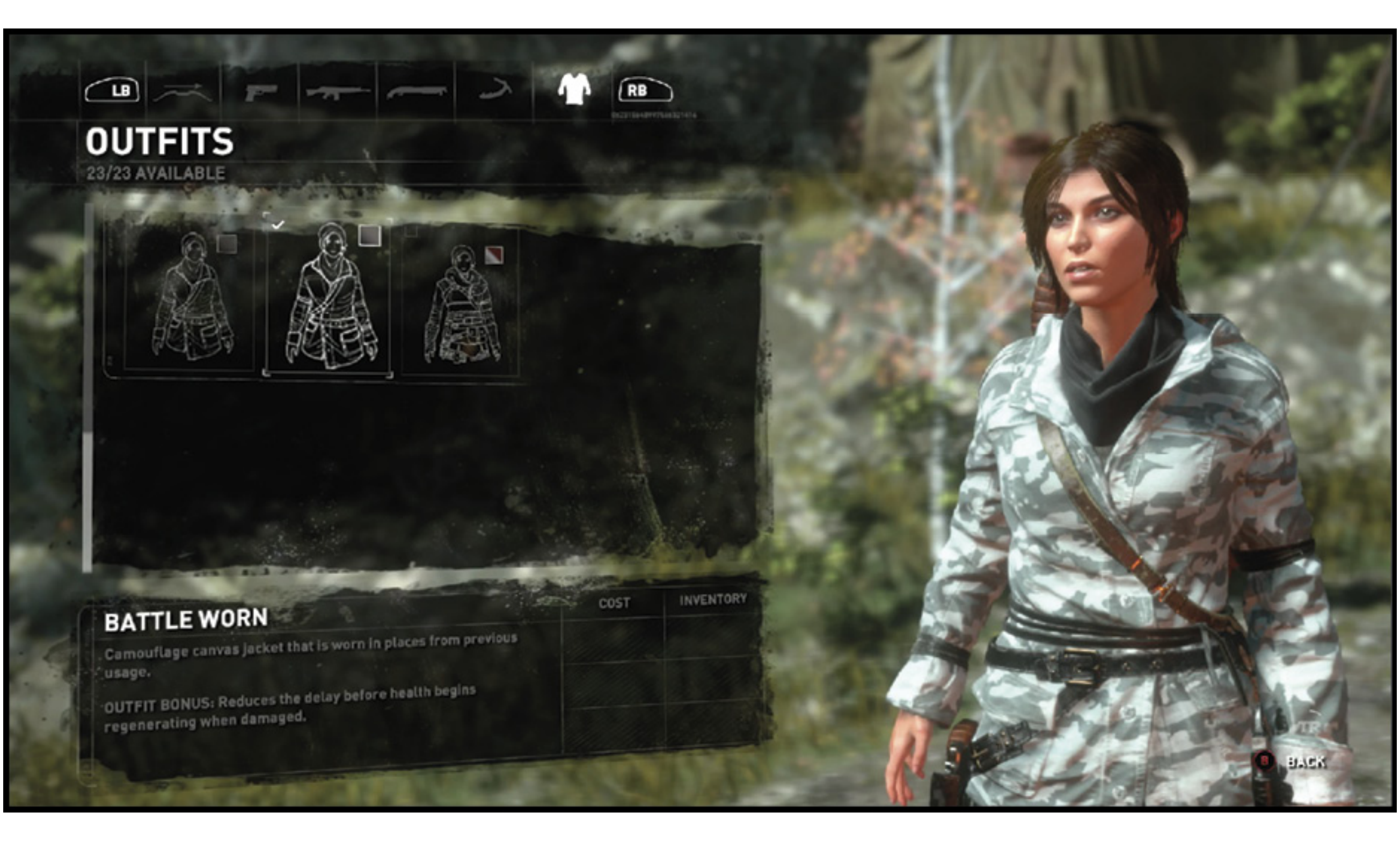

LB
RB
OUTFITS
23/23 AVAILABLE
GRAY HENLEY
COST
INVENTORY
BACK

Gray, long sleeve thermal shirt. Essential in colder environments for keeping warm.

Gray, long sleeve thermal shirt. Essential in colder environments for keeping warm.

You unlock this outfit during your progression through the story.

BATTLE WORN


LB
RB
OUTFITS
23/23 AVAILABLE
BATTLE WORN
COST
INVENTORY
BACK

Camouflage canvas jacket that is worn in places from previous usage.
OUTFIT BONUS: Reduces the delay before health begins regenerating when damaged.

Camouflage canvas jacket that is worn in places from previous usage. This outfit provides a bonus: your health regenerates sooner after taking damage.

Complete Defensive Strategy in Geothermal Valley to get this outfit.

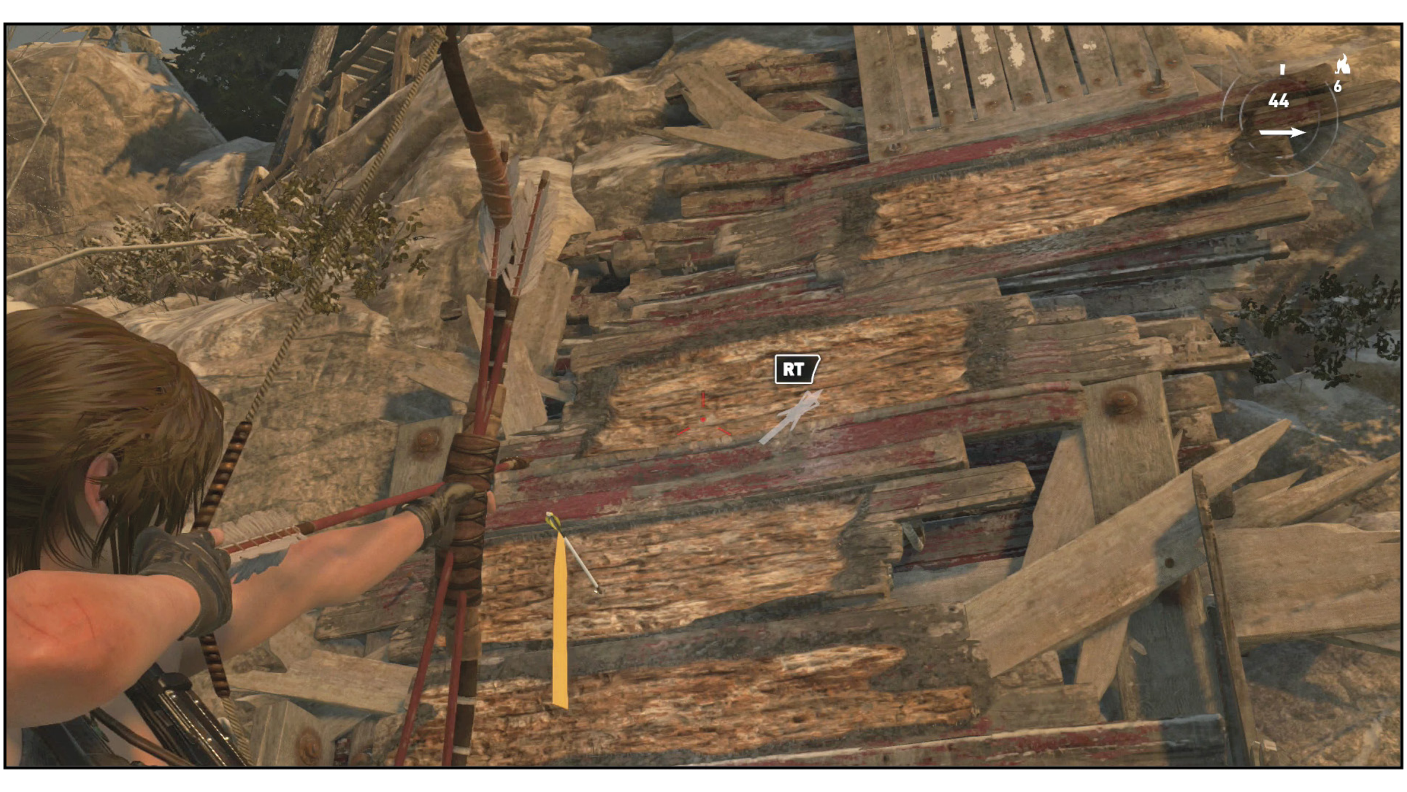
PRIMA GAMES

Weapons and Outfits

Equipment and Upgrades

These items help you improve your weapons or traverse the world. They're usually found as you progress through the story.

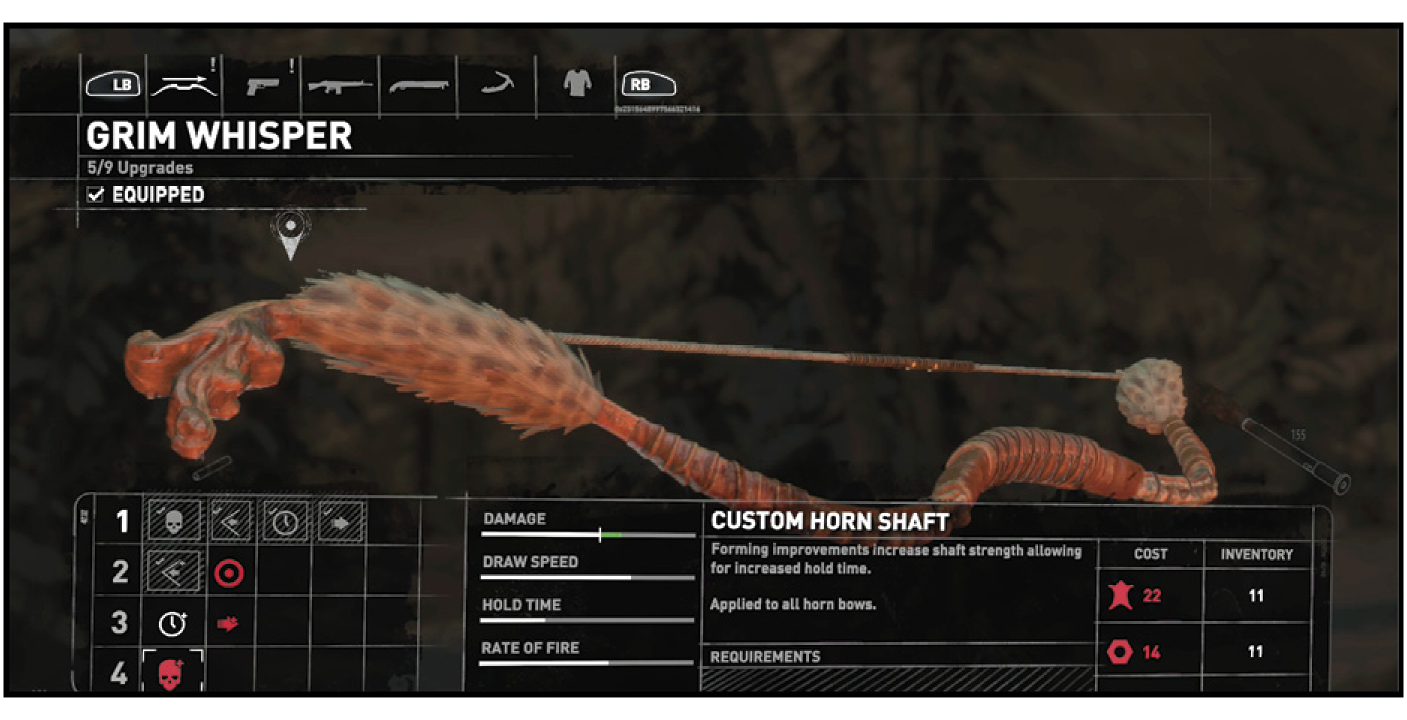
BROADHEAD CLIMBING ARROWS



With Climbing Arrows, Lara is able to shoot rough wooden sections of wall and rotten trees and then climb onto the Arrows. She can reach many platforms that weren't accessible previously.

These are found as part of your progression, so they cannot be missed.

UPGRADE TOOLS



Forming improvements increase shaft strength allowing for increased hold time.

Applied to all horn bows.

There are three upgrade tools in the game. The first two are found in Strongboxes that are almost unmissable (you're led directly to them as part of the story). The final tool is in the Supply Shack and can be purchased for a wealth of coins.

Upgrade tools give you access to weapon upgrades while you're in camp. Selecting these costs a fair amount of crafting resources (Salvage, Hides, etc.), but they provide permanent bonuses to your weaponry.

ROPE

Rope works with your Bow and allows Lara to break objects that have Rope Coils tied to them. She can finish many Rope-based puzzles, swing from hanging Coils, and generally have a good time creating her own zip lines between pairs of Coils.

You get the Rope as part of your story, and it cannot be missed.

COMBAT KNIFE

The Combat Knife allows you to cut down Flags, sever Ropes for a few puzzles, and to make special stealth attacks against unaware targets (which is part of an Achievement)!

The Combat Knife is found during the story, and it cannot be missed.

REBREATHER

The Rebreather lets Lara swim underwater without the fear of dying. It's a story item.

SUPPRESSORS

Suppressors dampen the noise of a weapon, making it harder for enemies to hear its report. It's easier to make stealthy kills once you get these.

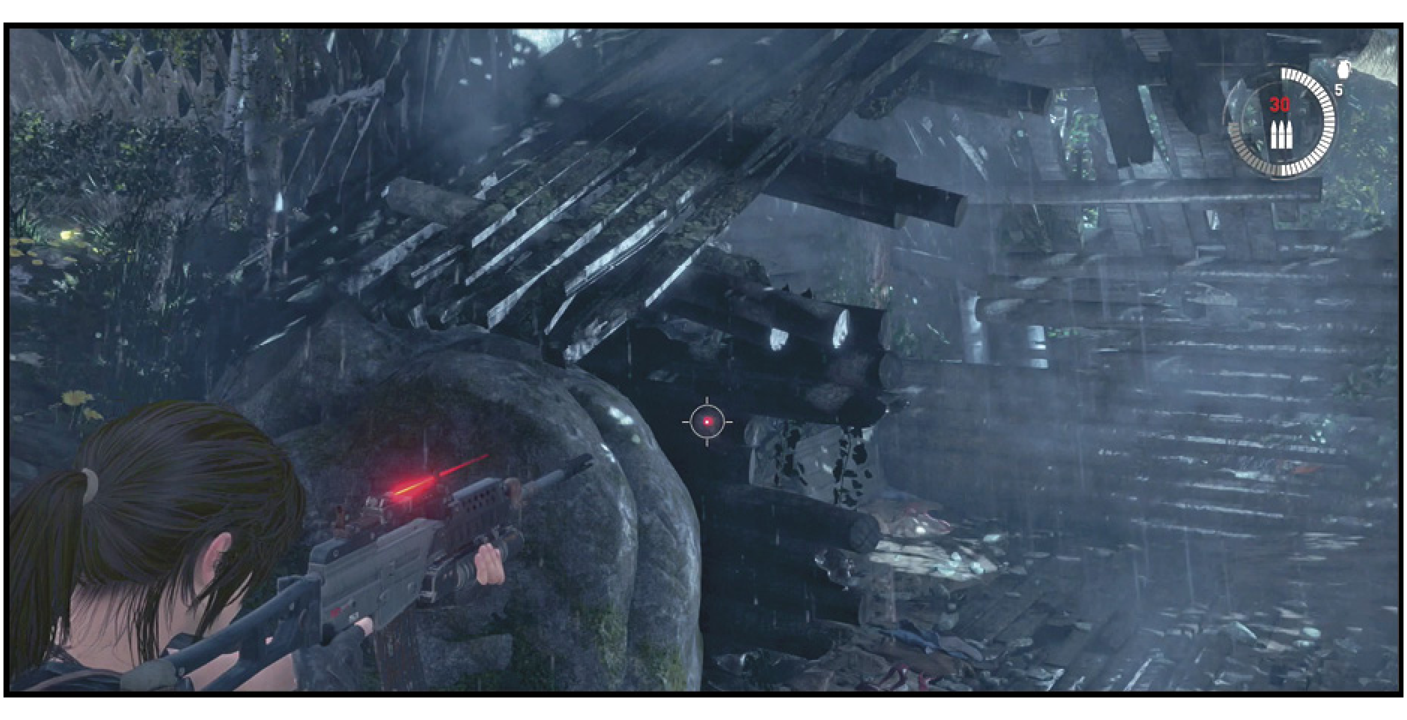
The Rifle Suppressor is a Mission reward. You get it at the end of Gulag Recon, in the Soviet Installation.

OIL FLASK

The Oil Flask lets you collect Oil from puddles of Oil and from yellow Oil canisters. This material is essential for crafting homemade explosives of various sorts.

You get this as part of the story.

WEAPON SIGHTS



Sights improve the accuracy of your weaponry. They attach to your guns from a specific category (e.g. Rifles), and improve all of the weapons that they're attached to. You won't need to manually move the Sights around if you switch between SMGs, Assault Rifles, etc.

The Pistol Sight is a reward for finishing Dangerous Territory, a Mission in the Soviet Installation.

The Rifle Laser Sight is a Supply Shack purchase.

GRENADE LAUNCHER

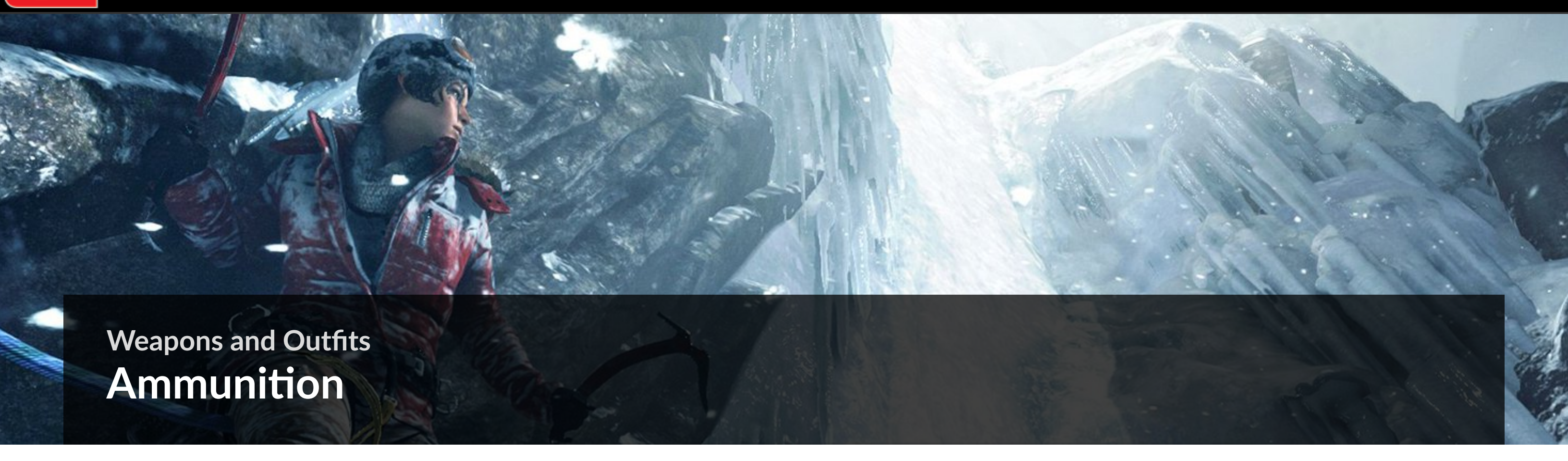
This is what you get for the Rifle that already has everything. Once you grab this attachment, you can fire explosives out of your Rifle, dealing substantial damage to your targets. It's effective against groups or for taking out individual enemies with heavier armor.

You purchase this accessory from the Supply Shack.

WIRE SPOOL

The Wire Spool lets Lara grapple onto ledges, rockfaces, or hanging loops. She'll be able to swing between certain gaps or pull herself to the top of the areas that she latches onto.

You get the Wire Spool as part of the story.



Weapons and Outfits

Ammunition

Your weapons need ammo to be useful, but there is no lack of that stuff in this part of the world. You can find ammunition all over the place, and some of it is craftable as well.

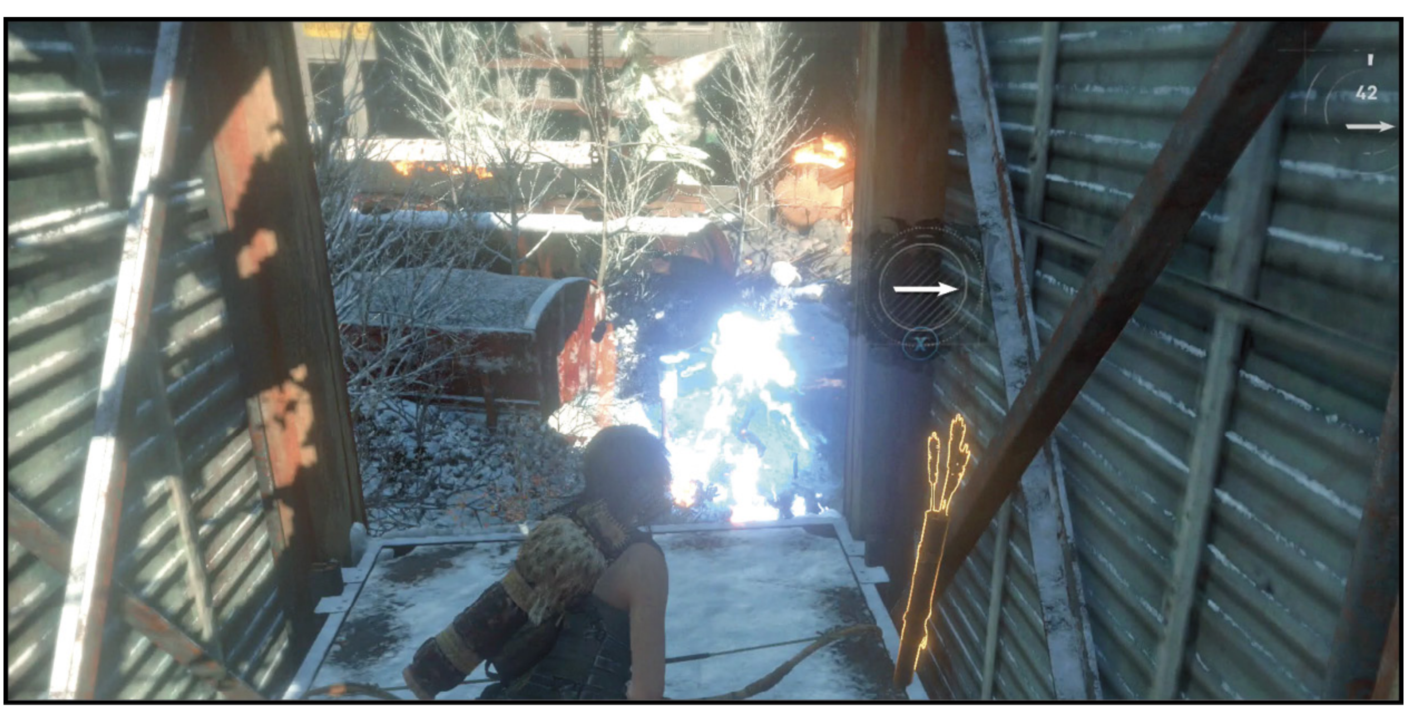
SILENT ARROWS AND ARMOR PIERCING ARROWS

Your Bow's basic "ammunition" is Arrows. The standard Arrows that you find or craft throughout most of the game are classified as Silent Arrows. They won't alert people unless someone is struck by them and survives long enough to sound the alarm.

Very late in the story, you upgrade to Armor Piercing Arrows that have similar properties to Silent Arrows but are able to do some actual damage to armored enemies (as long as the attack is fully charged).

Basic Arrow attacks are good against weak opponents. Aim for headshots, take out people quietly, and get the advantage against groups of enemies without having to take them on directly until you've thinned their numbers.

FIRE AND NAPALM ARROWS



Once you have the Oil Flask, you can start crafting Fire Arrows. These can be upgraded through skills to become Napalm Arrows, which are very deadly.

Both types of fiery Arrows are used to kill unarmored enemies even if you aren't good at landing headshots. They're most successful once combat has already been initiated, so you aren't worrying about stealth. Instead of taking the time and risk to score headshots, you unleash Fire Arrows to get kills even from body shots.

These Arrows are very weak against Enforcers, Defenders, and all Deathless. However, these Arrows burn through cloth barricades, so they get you into a few special locations.

GRENADE AND CLUSTER BOMB ARROWS

Grenade Arrows are incredibly powerful. You start using them as part of the story, as you're passing through the Acropolis. Craft explosive Arrows and use them to kill Defenders, Enforcers, Deathless, and groups of weaker enemies who are standing too close together. Grenade Arrows also destroy metal barricades!

POISON AND DEATH CLOUD ARROWS

Dodge
Dodge incoming attacks

You learn how to make Poison Arrows during your time in the Siberian Wilderness. They are automatically upgraded into Death Cloud Arrows if you invest in a skill of the same name. Both types of poisonous Arrows deal high damage over time and are amazingly lethal. Use them against Enforcers, Defenders, bears, and all Deathless, especially the heavier melee ones.

Poisonous Arrows are only weak against Fireflies. Those attackers have their own air circulators, so they won't take any damage from poison.

PISTOL BULLETS AND HOLLOW POINTS

Pistol ammo doesn't get you amazing damage or stopping power. You mainly use your Pistols if ammo is low for other weaponry, or if you simply need a close-range weapon for a single kill and don't want to, or can't, use your Shotgun.

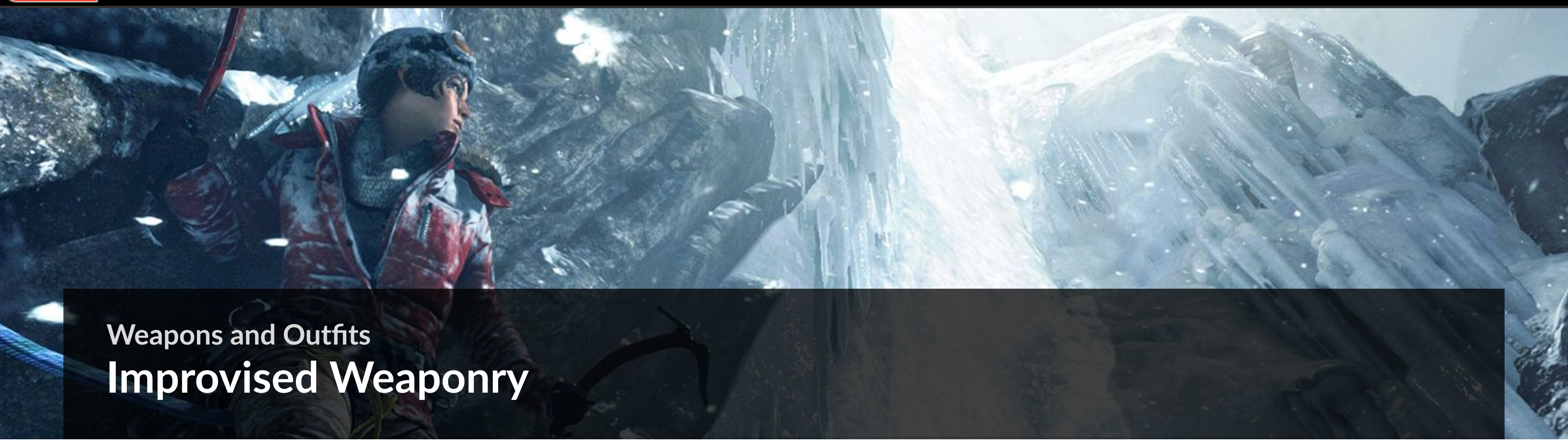
Hollow Point ammo is craftable if you invest a skill point into it. These shots drop light targets very quickly, so they're often worthwhile as a backup during longer fights.

SHOTGUN SHELLS AND DRAGONFIRE SHELLS

Shotguns kill targets extremely well in close-quarters combat. Save your shells for these intense situations, or switch to Shotguns if someone charges you in melee during a bigger fight. The Dragonfire Shells require special crafting, but they're very deadly and take out unarmored enemies without any delays or problems.

RIFLE AMMO

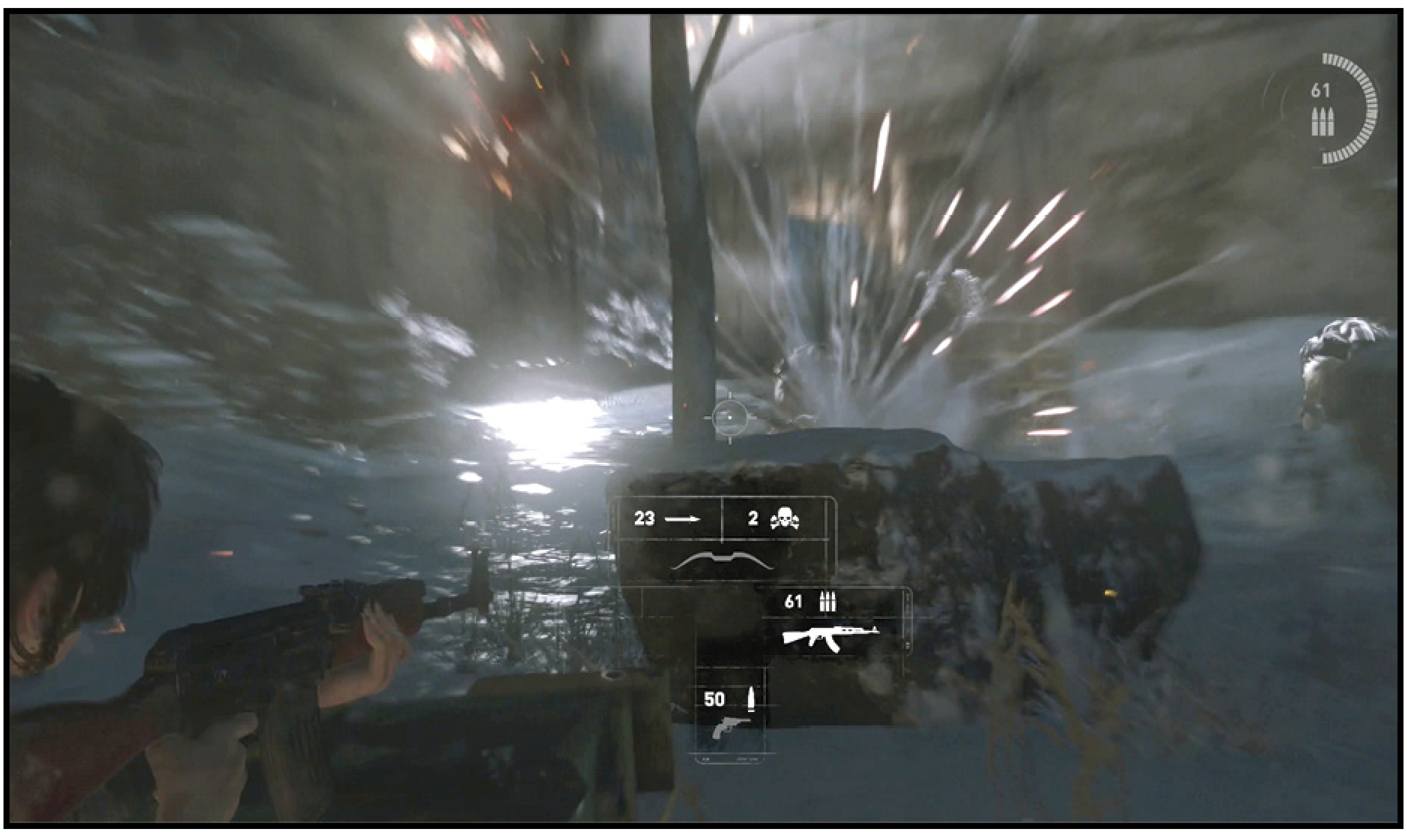
You find Rifle ammo all over the place, and many of your opponents carry it too. There isn't anything special that you need to worry about when you're using your Rifles. They're good, solid weapons that work for almost any occasion.



Improvised Weaponry

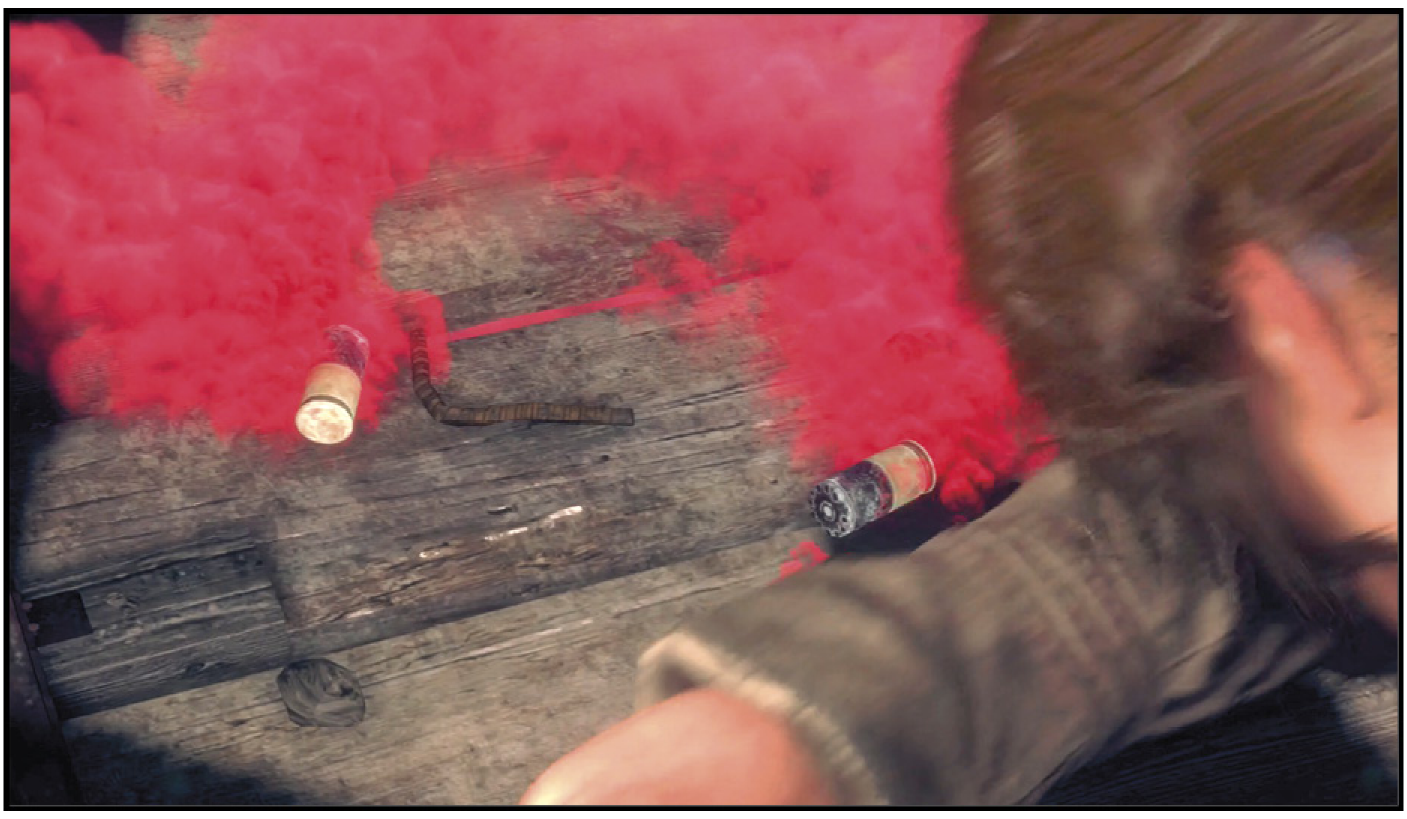
Pick up items in the environment and craft them into improvised weapons to make Lara even more dangerous.

SHRAPNEL GRENADES



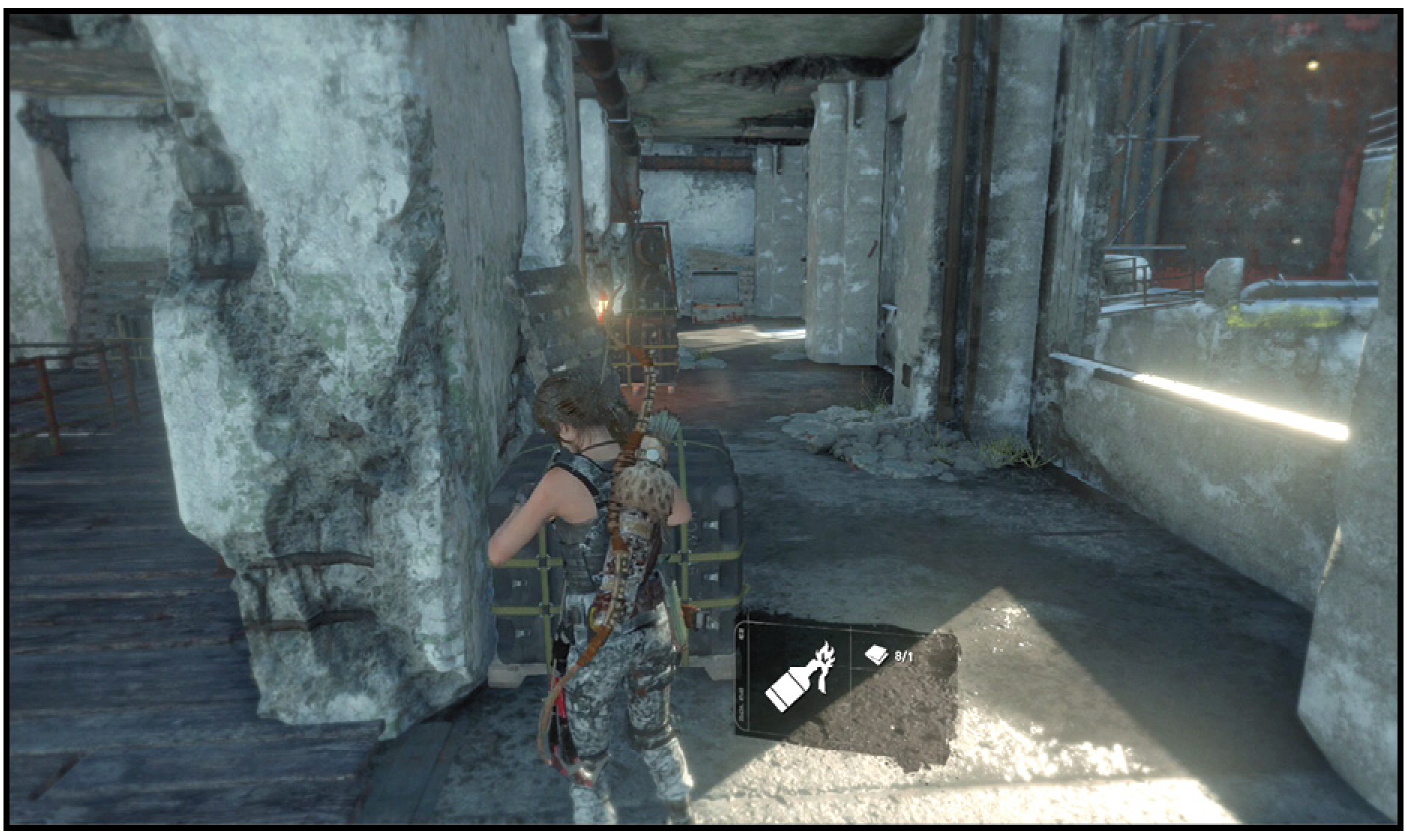
Modify Cans to make them into Shrapnel Grenades. Throw them into the middle of enemy groups to quickly stun and deal moderate damage against all of your targets. This is effective against almost all types of enemies.

SMOKE GRENADES

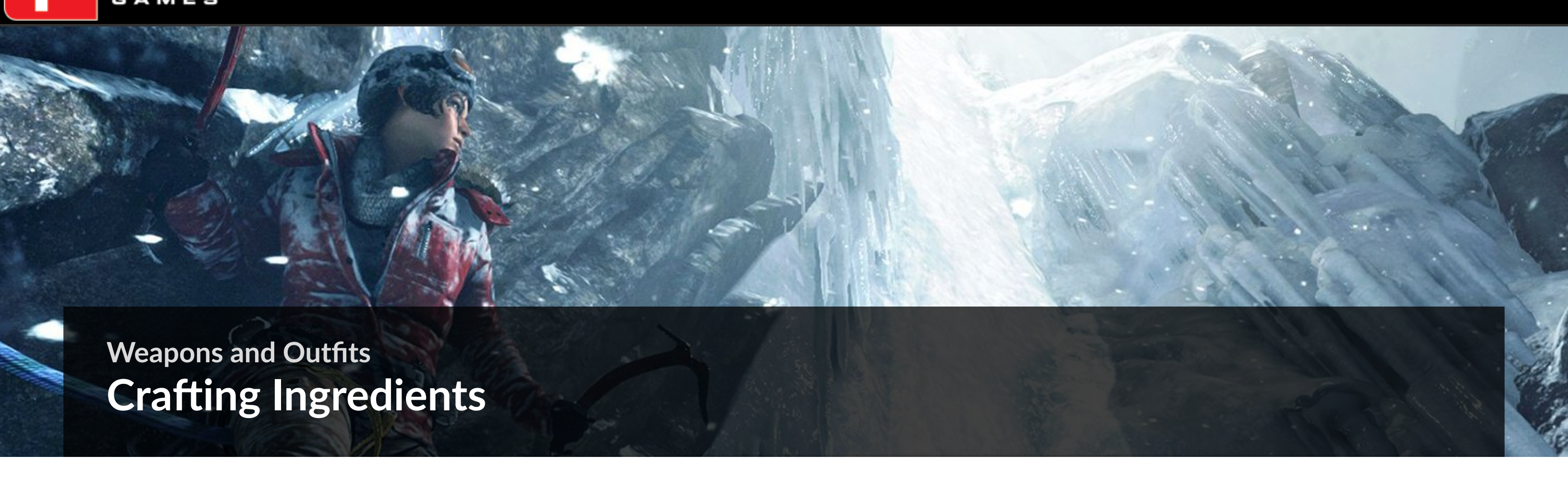


Glass Jars aren't seen until a bit farther into the game. You learn how to craft them into Smoke Grenades. These work well if you prefer close quarters weaponry and want to sneak up on targets for melee attacks or Shotgun kills.

MOLOTOV COCKTAILS



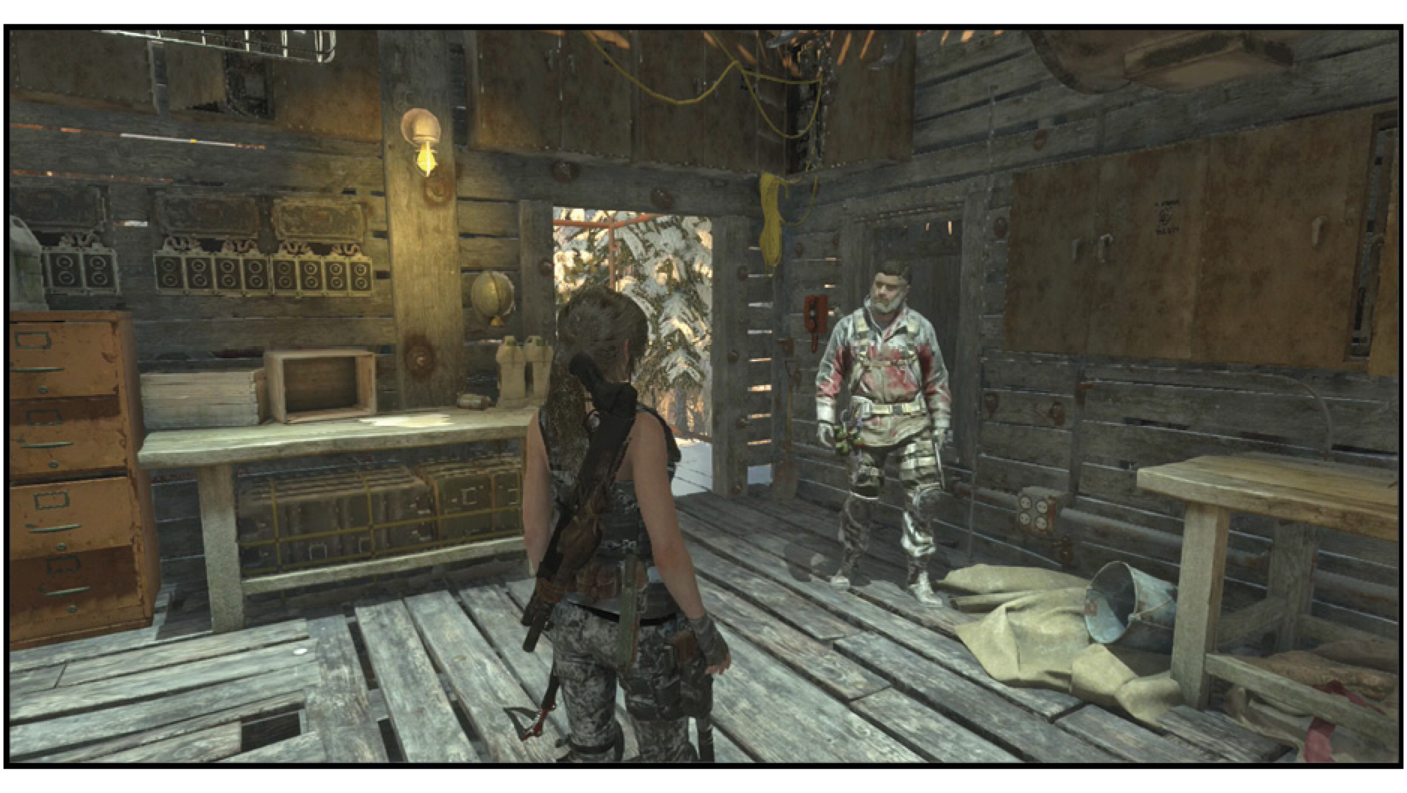
Bottles become Molotov Cocktails when they're used by Lara. Molotovs spread fire over a small area, setting unarmored targets alight. This sometimes requires a few follow up attacks against the survivors, but they'll be distracted and wounded by the fire and often prove to be easy prey.



Crafting Ingredients

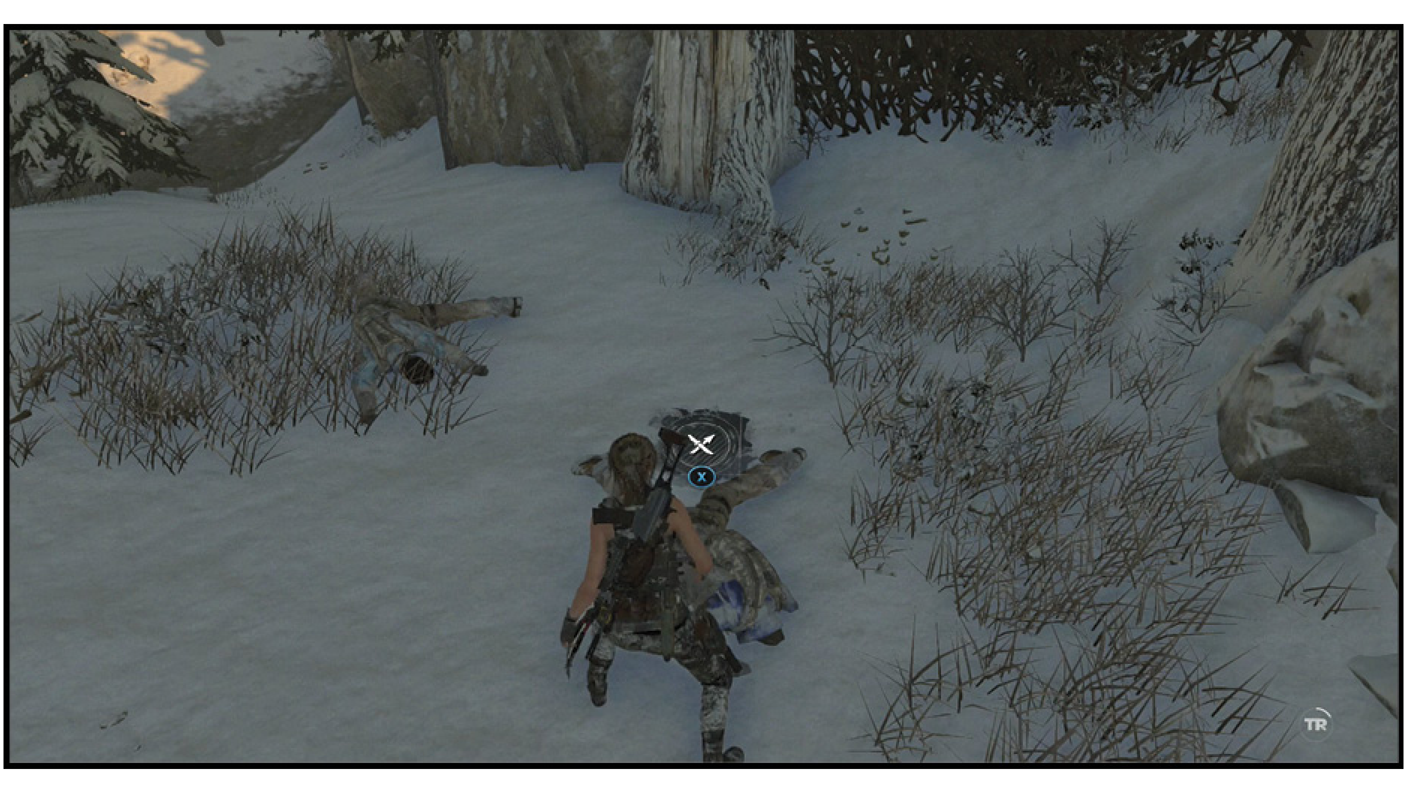
These components are gathered all around the world, and they allow you to make a variety of upgrades for Lara. You use these components to heal, craft improved ammunition, raise weapon stats, and to make larger containers for your ammo.

BYZANTINE COINS



These Coins are interesting because they have no actual use for most of the game (unlike the other items you find). Instead, save these Coins until you're at the Soviet Installation. A Supply Shack on the northern side of that map has several items available for purchase. You use the Coins to acquire these items. They include a powerful Rifle, Shotgun, multiple weapon accessories, and a few personal tools for Lara.

CLOTH

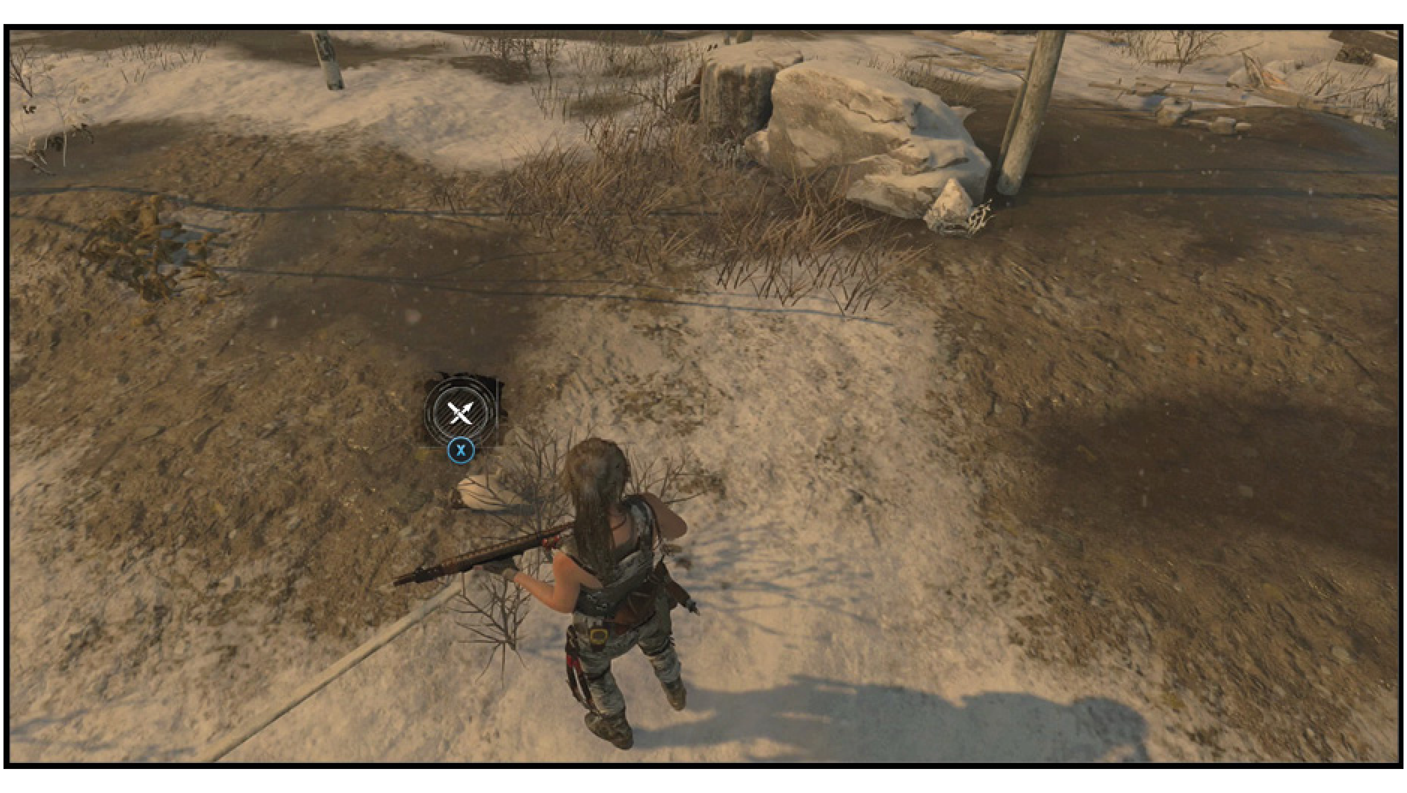


Cloth is used for Specialty Arrows, Bandages, and equipment crafting. Bandaging requires Cloth and Herbs, and Lara needs to do this often on the higher difficulty levels. You find Cloth in some boxes around the world. It's also frequently on fallen enemies, so search all corpses that you come across.

BEAR HIDES

Bears live in deep caves and are quite hard to defeat, but they have special skins that are used in high-end crafting. Mark the location of every bear you find so that you can come back and hunt them periodically.

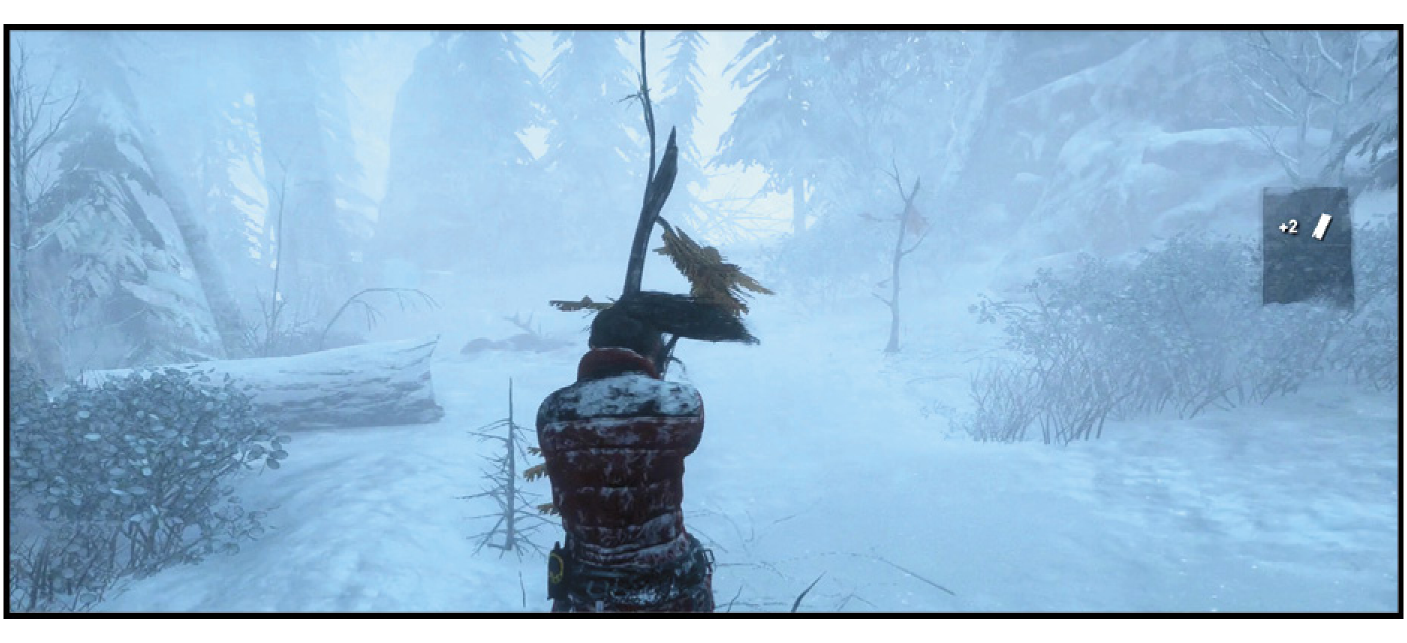
FEATHERS



Feathers are used in the crafting of Arrows. You get Feathers from bird's nests and bird corpses, which are seen frequently in the outdoor areas of the world. Shoot the nests down if you cannot reach them manually, and search for your Feathers. You often find more than one.

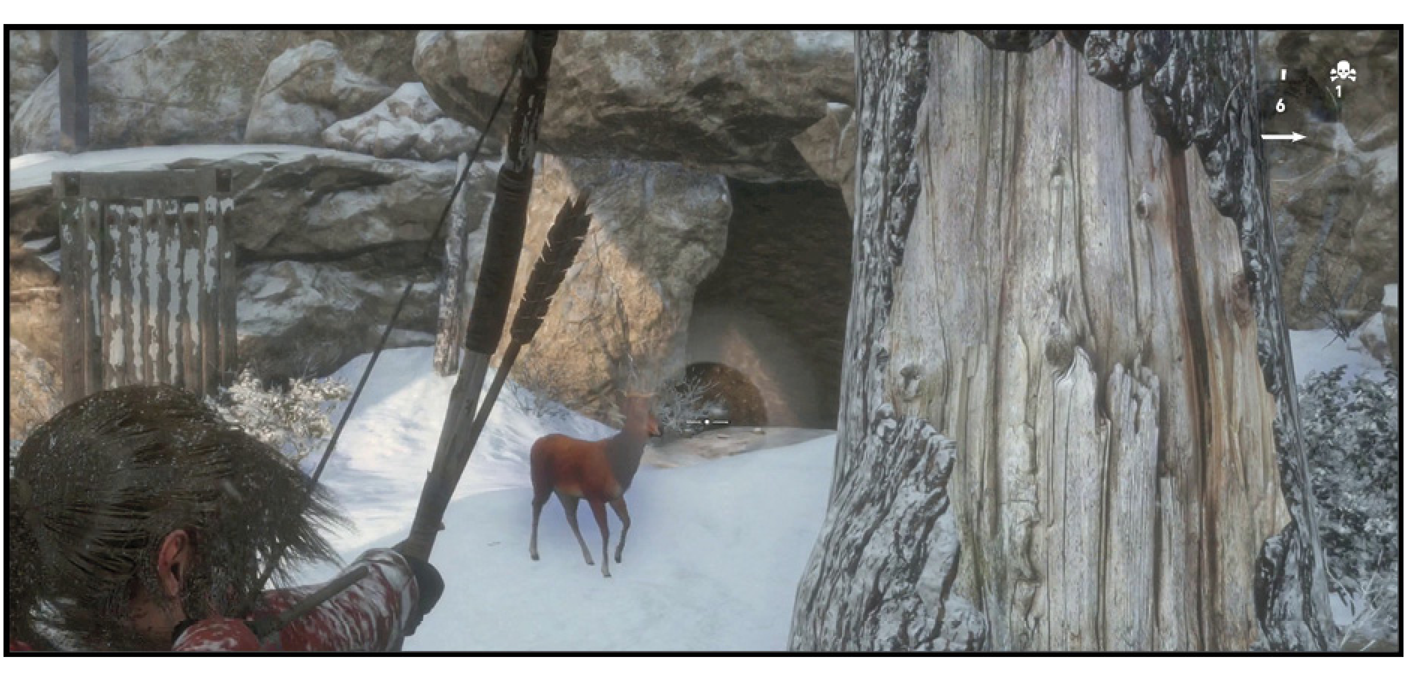
Note that it's better to shoot nests down with your Pistol or Rifle, because that ammo is easier to find compared to Arrows.

HARDWOOD



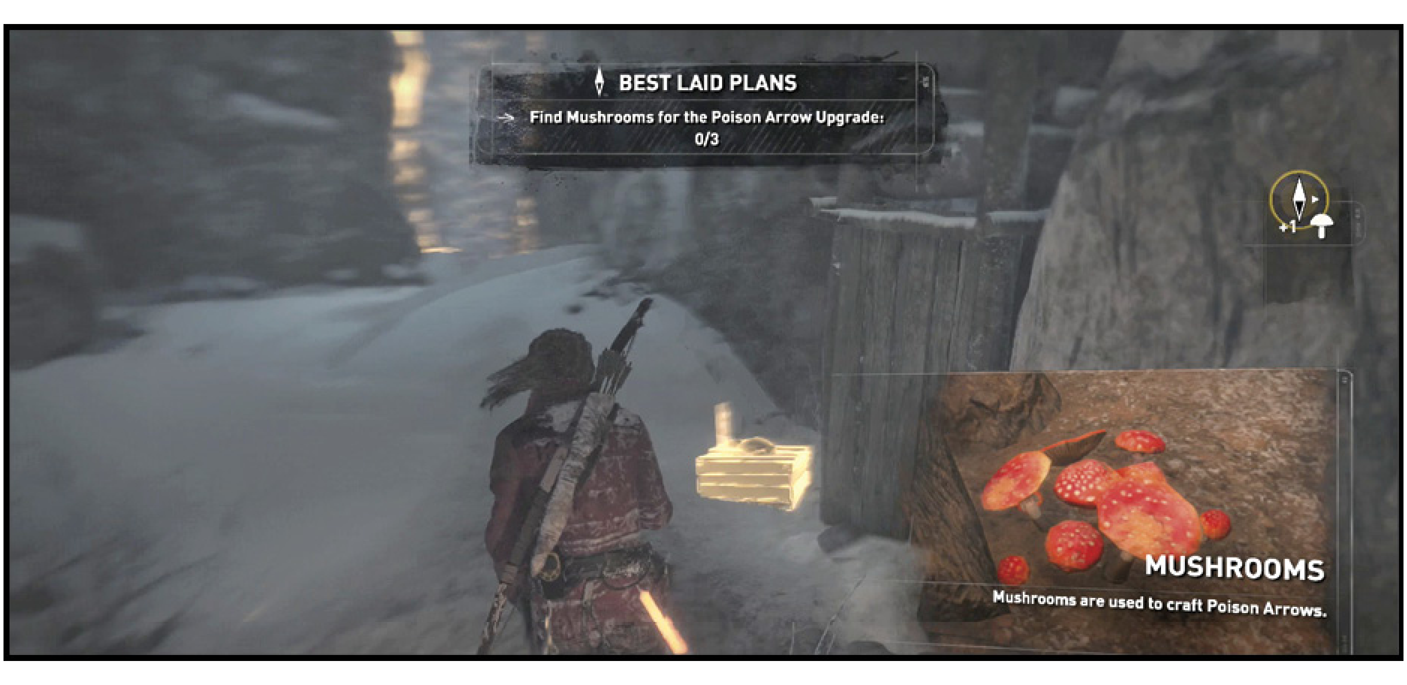
Bundles of sticks or birch saplings are your sources of Hardwood. It's used to craft Arrows.

HIDES AND EXOTIC HIDES



Rabbits, deer, boar, cats, and wolves are all sources of Hides. Many of your upgrades require Hides, so it's wise to hunt animals whenever you find them. Siberian Wilderness and Geothermal Valley are both amazing locations for hunting.

MUSHROOMS



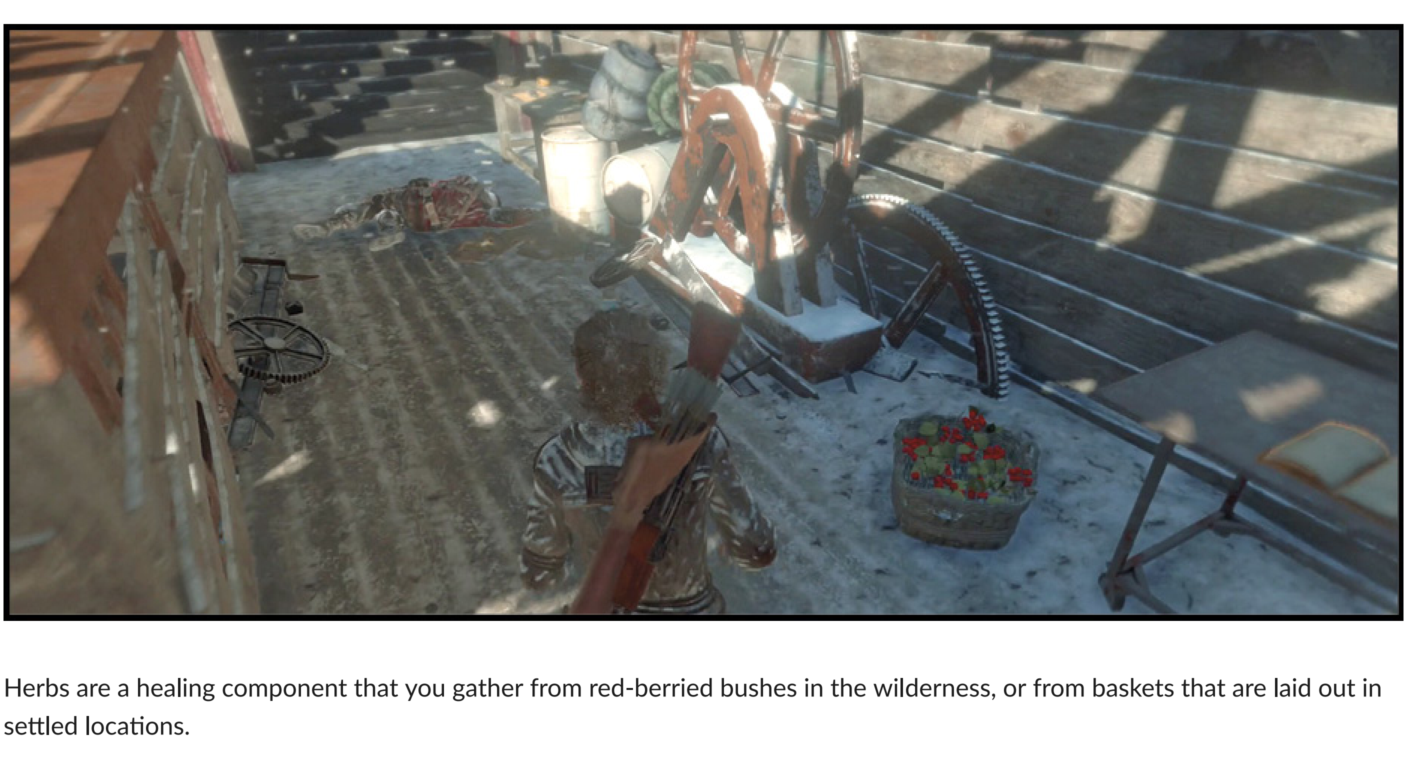
BEST LAID PLANS
Find Mushrooms for the Poison Arrow Upgrade:
0/3
+1
MUSHROOMS
Mushrooms are used to craft Poison Arrows.

Mushrooms are found in Caves or in dead trees, out in the wilderness. These let you craft Poison Arrows (one of the best possible weapons for killing heavily armored targets).

SALVAGE

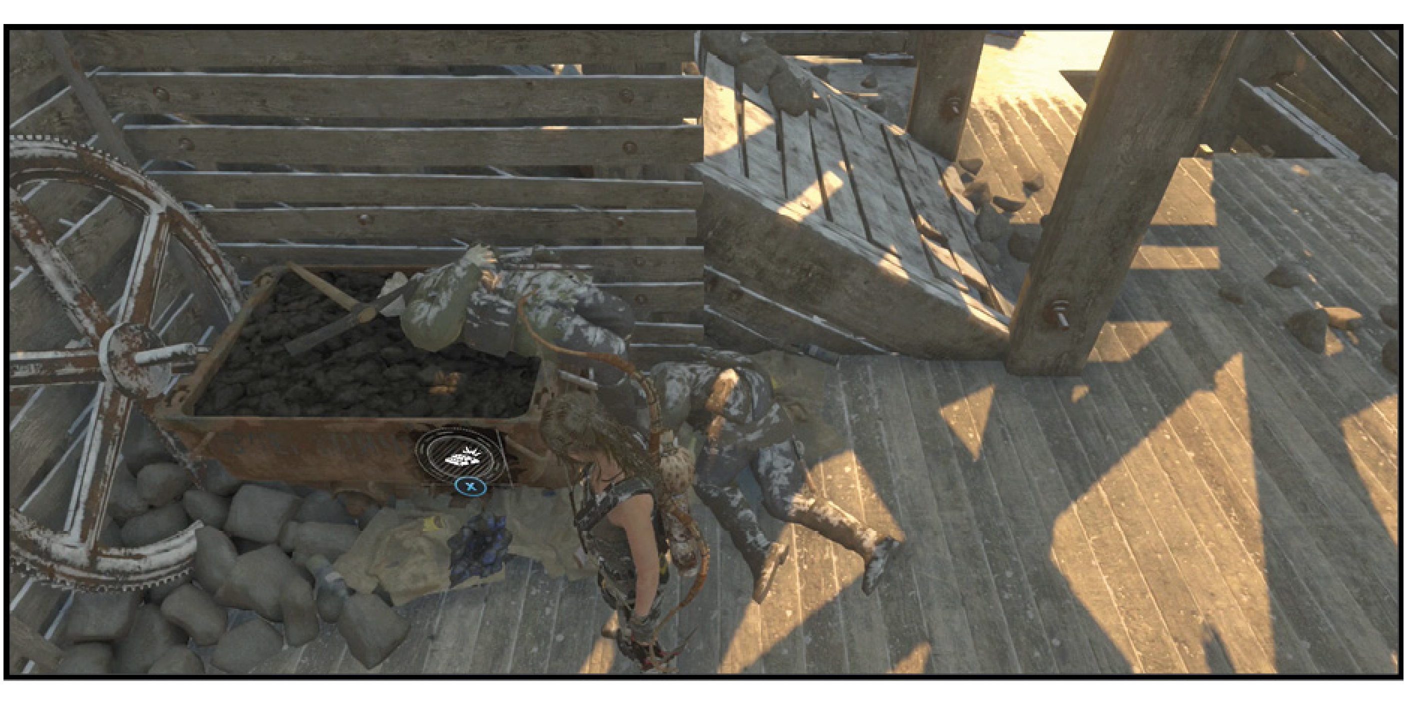
Salvage is found on corpses or in many boxes. Use Salvage to improve your weapons.

HERBS



Herbs are a healing component that you gather from red-berried bushes in the wilderness, or from baskets that are laid out in settled locations.

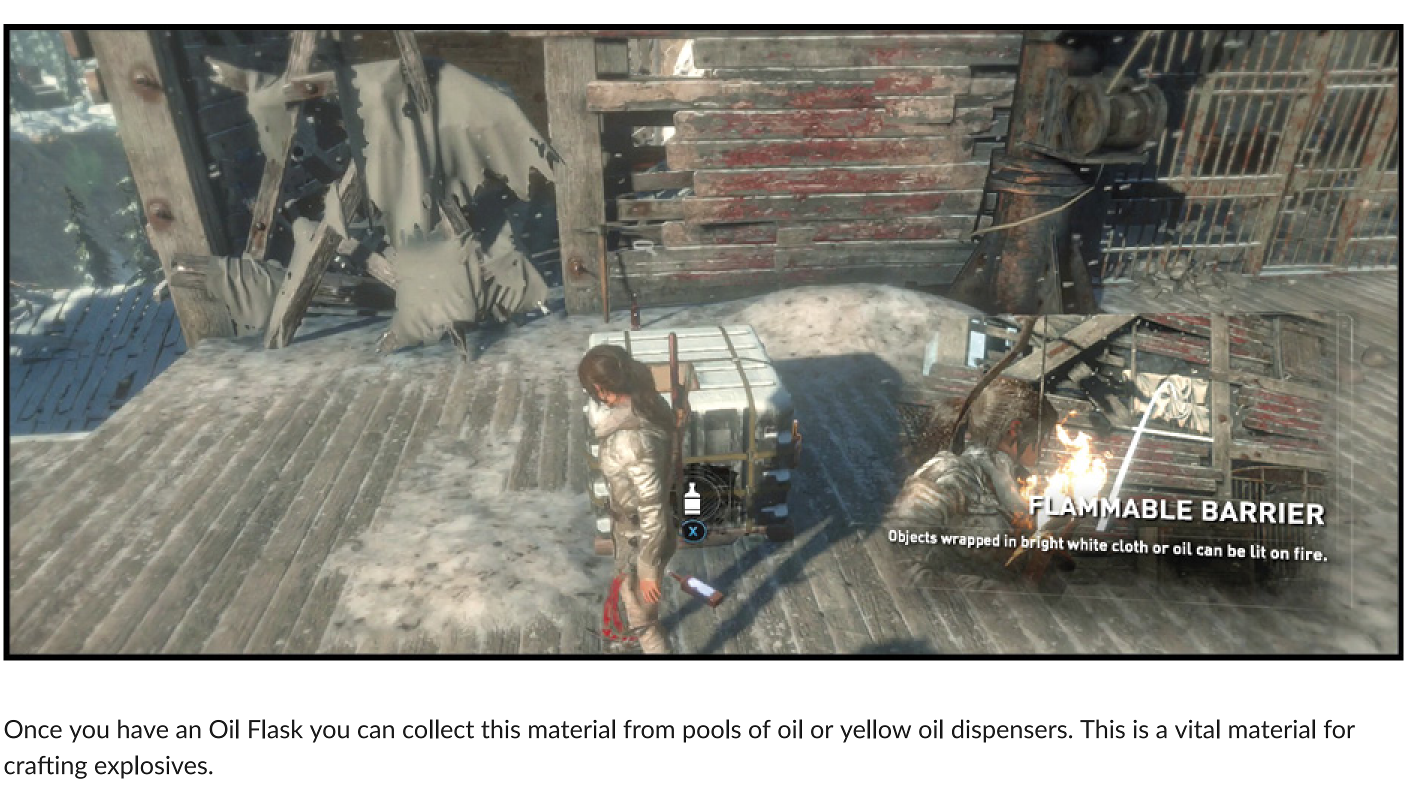
MAGNESITE ORE & CHROMEITE ORE



Caves are usually good sites for Ore. Look for veins in the well with a dark mineral running throughout them. Interact several times with each vein to harvest the Magnesite Ore that is there. Later in the game, you learn how to gather Chromeite (when you reach a specific Codex).

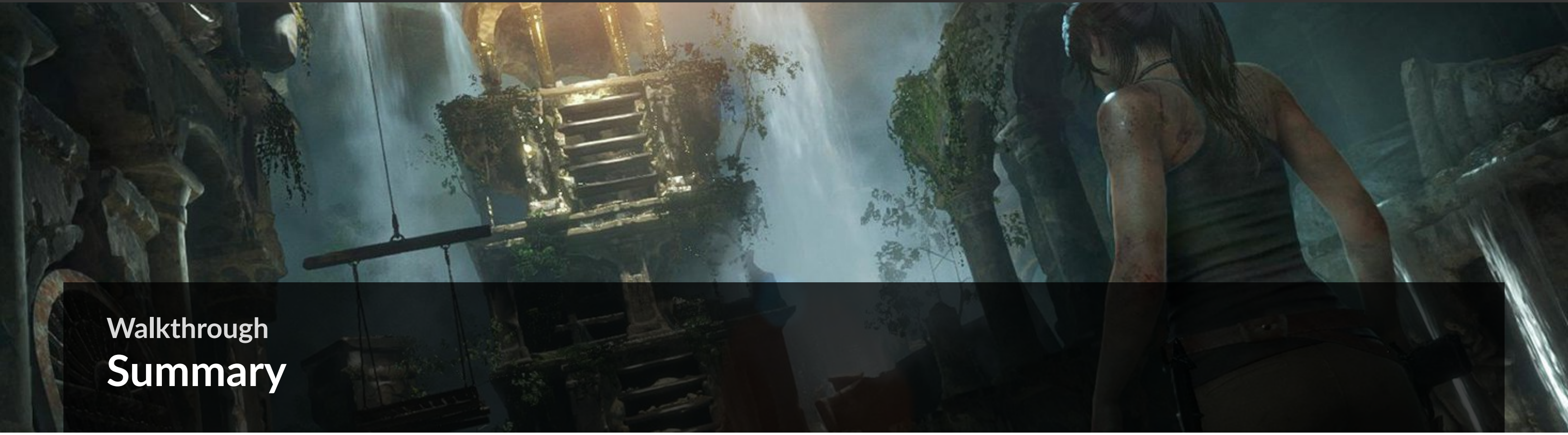
Ores are major upgrade components, and they're also used to craft improved ammunition.

OIL



FLAMMABLE BARRIER
Objects wrapped in bright white cloth or oil can be lit on fire.

Once you have an Oil Flask you can collect this material from pools of oil or yellow oil dispensers. This is a vital material for crafting explosives.

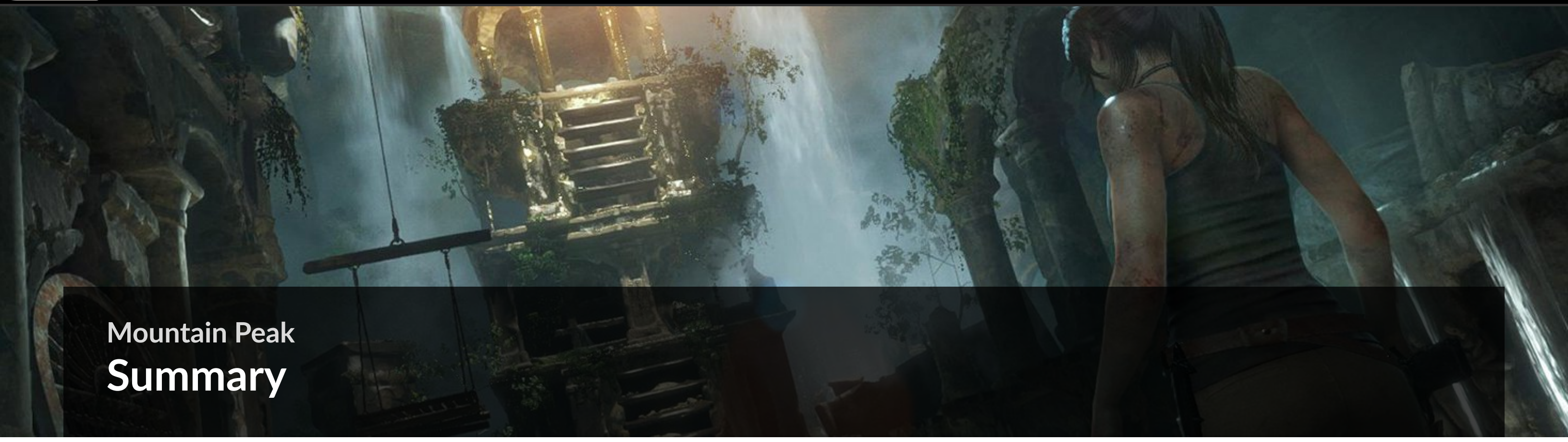


Walkthrough

Summary

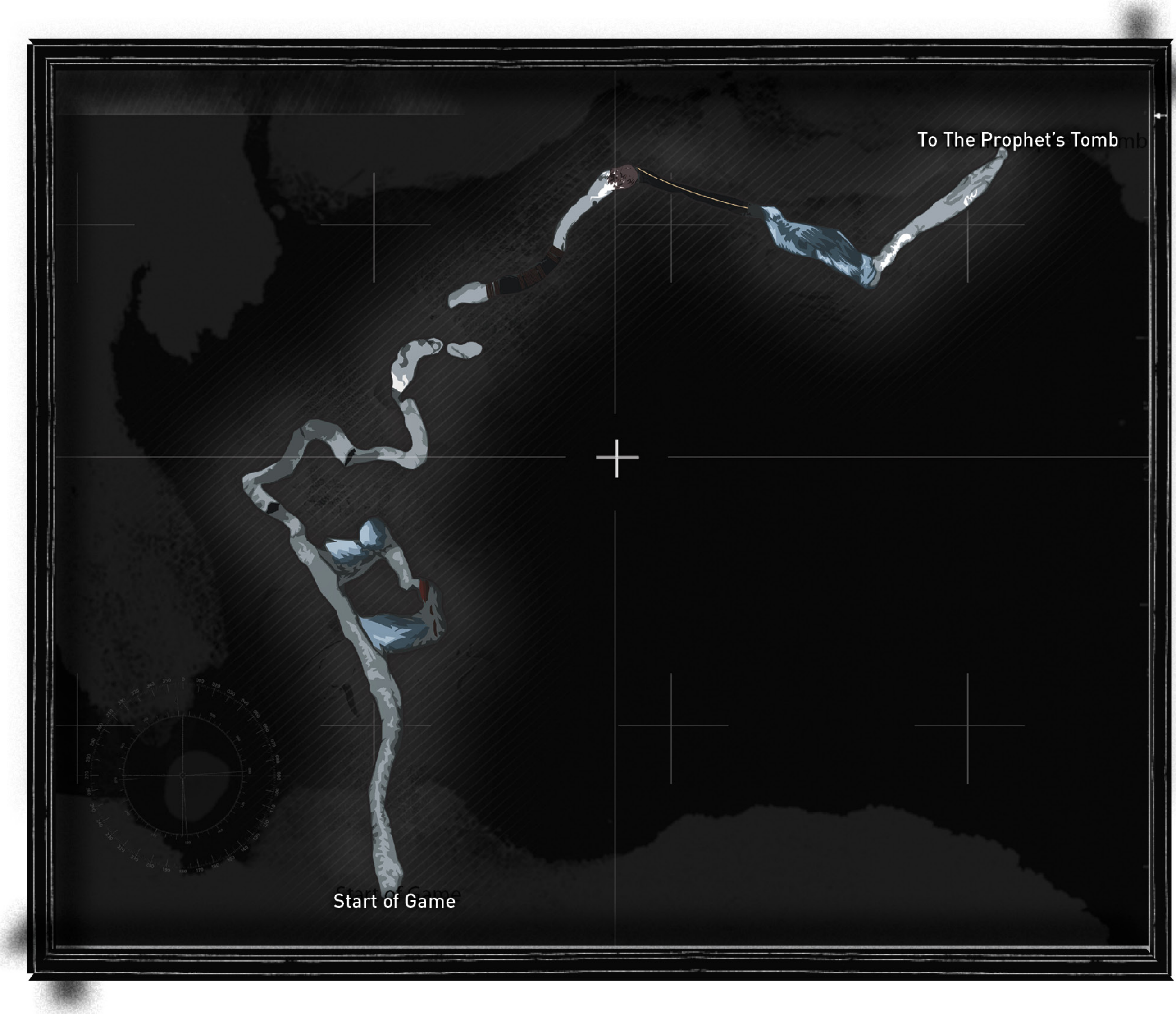
The story of Lara Croft continues. After the events of *Tomb Raider*, Lara spent many months researching some of the amazing things that she saw during her first adventure. She's now set on a path that will take her across the globe.

We begin without knowing much about Lara's success. The story opens with her reaching a mountain in Siberia, but we don't know how she arrived there. Don't worry; all will be explained in time. We simply need to start by taking the first step.



Mountain Peak

Summary


To The Prophet's Tomb
Start of Game

MAIN OBJECTIVE

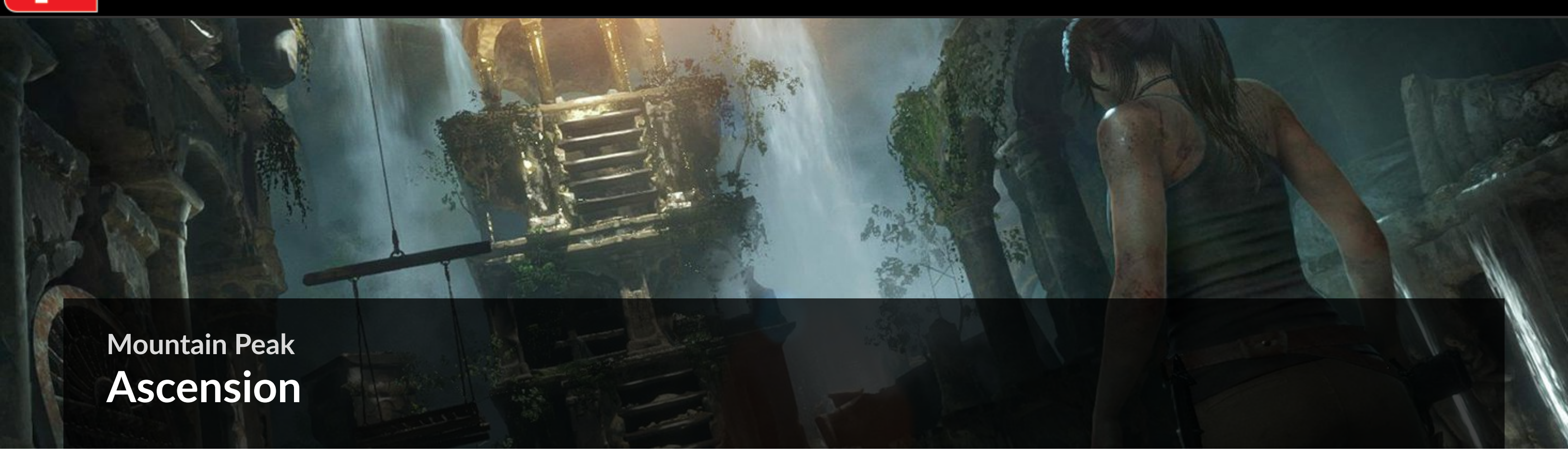
» Reach the Mountain Summit

CHALLENGES

» None

ENEMIES AND PREY

» None



Mountain Peak

Ascension

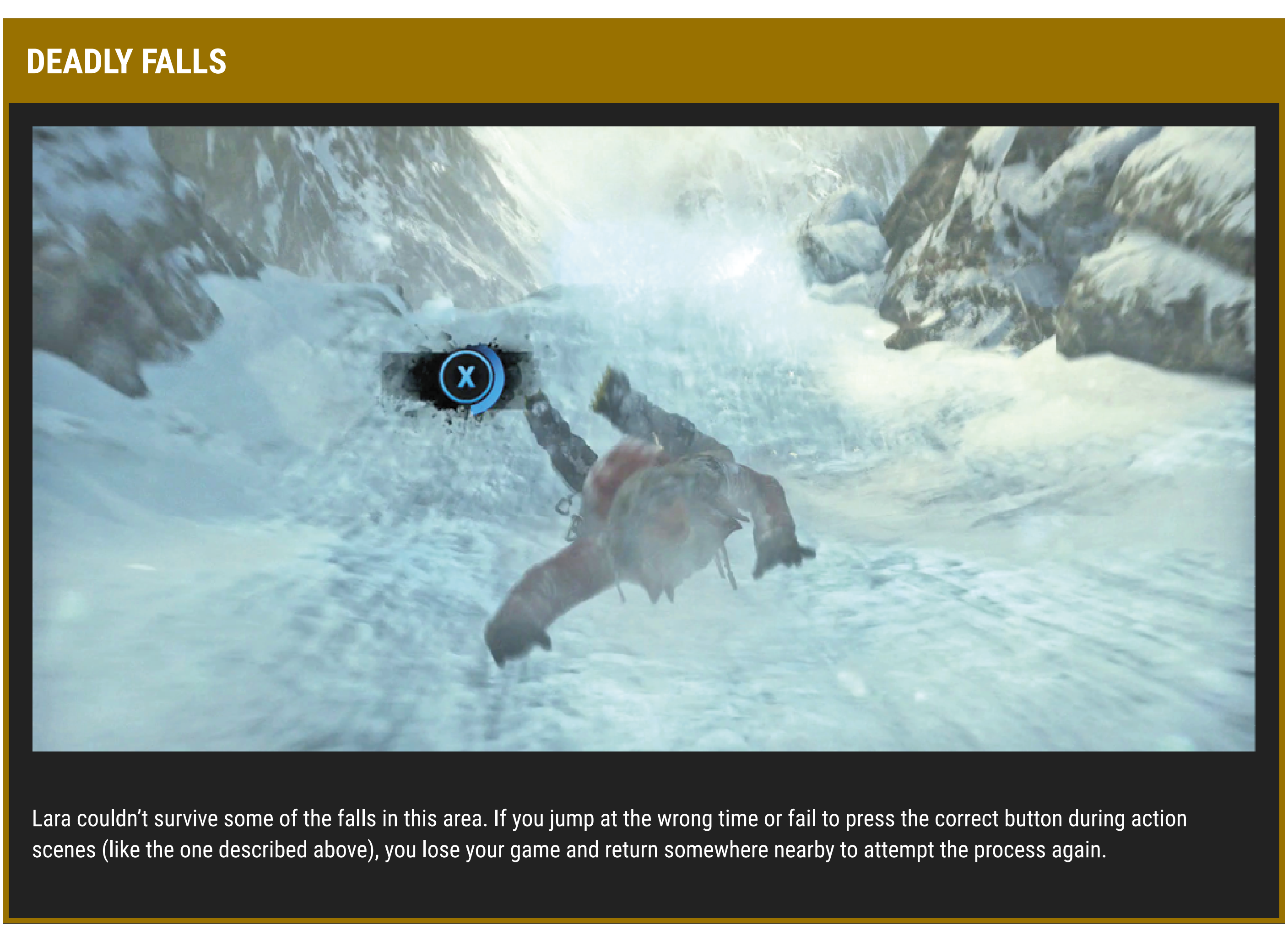
START YOUR CLIMB

Your mission begins with Lara on top of a huge mountain. She has her climbing gear but no weapons or extra tools. Her companion, Jonah, is similarly equipped, and the two of them are trying to reach the summit.

Walk forward and follow Jonah on the thin, snowy pass. Try not to get distracted by the wind, poor footholds, and precipitous drops that surround you. Lara is sure footed, and she won't fall off of the pass unless you do something really dramatic and foolish. Just walk straight and there won't be any problems.

Before too long, the snow under your feet collapses. Lara falls, and you have to press the Interact button to hack into the ice and catch yourself before plummeting over the edge. This saves Lara's life.

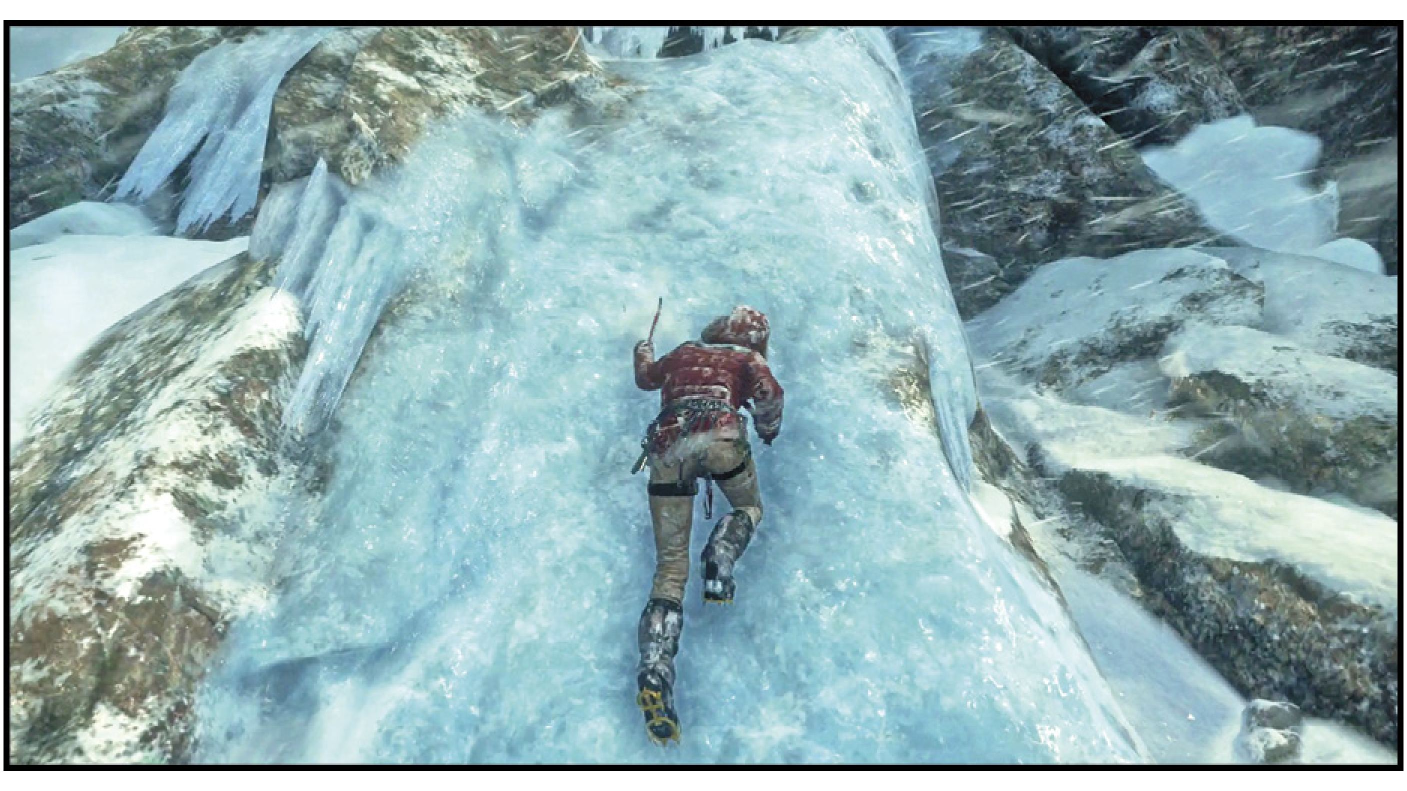
DEADLY FALLS



Lara couldn't survive some of the falls in this area. If you jump at the wrong time or fail to press the correct button during action scenes (like the one described above), you lose your game and return somewhere nearby to attempt the process again.

After catching yourself, use the controller's left stick to shimmy right along the ledge and then use the jump button to leap to the next ledge. Go to the far right side of the area and jump up two rocky ledges until you reach somewhat solid ground again.

Pull yourself to the upper ledge and look to the right. There is a wall of ice that you can climb. Approach it and Interact with the ice to attach your axe to it. Climb up the tenuous path and use your left stick to maneuver to the right and then back toward the left as you avoid the areas that aren't climbable.



Jump twice to the left once you reach the top. You have to Interact with the ice as you jump to make sure that Lara latches onto the ice walls with her axe.

JUMP AND PRESS THE INTERACT

Button ⊗

This mechanic (hitting Interact as you jump) is something that you really want to get comfortable with. It allows Lara to grab ledges with her hands or axes, and you do a lot of this throughout the game. Sometimes you need to do this when Lara snags hangholds or edges because she'll lose her grip. In those cases, the event is timed and you have to press the button before Lara falls.

BUTTON ⊗

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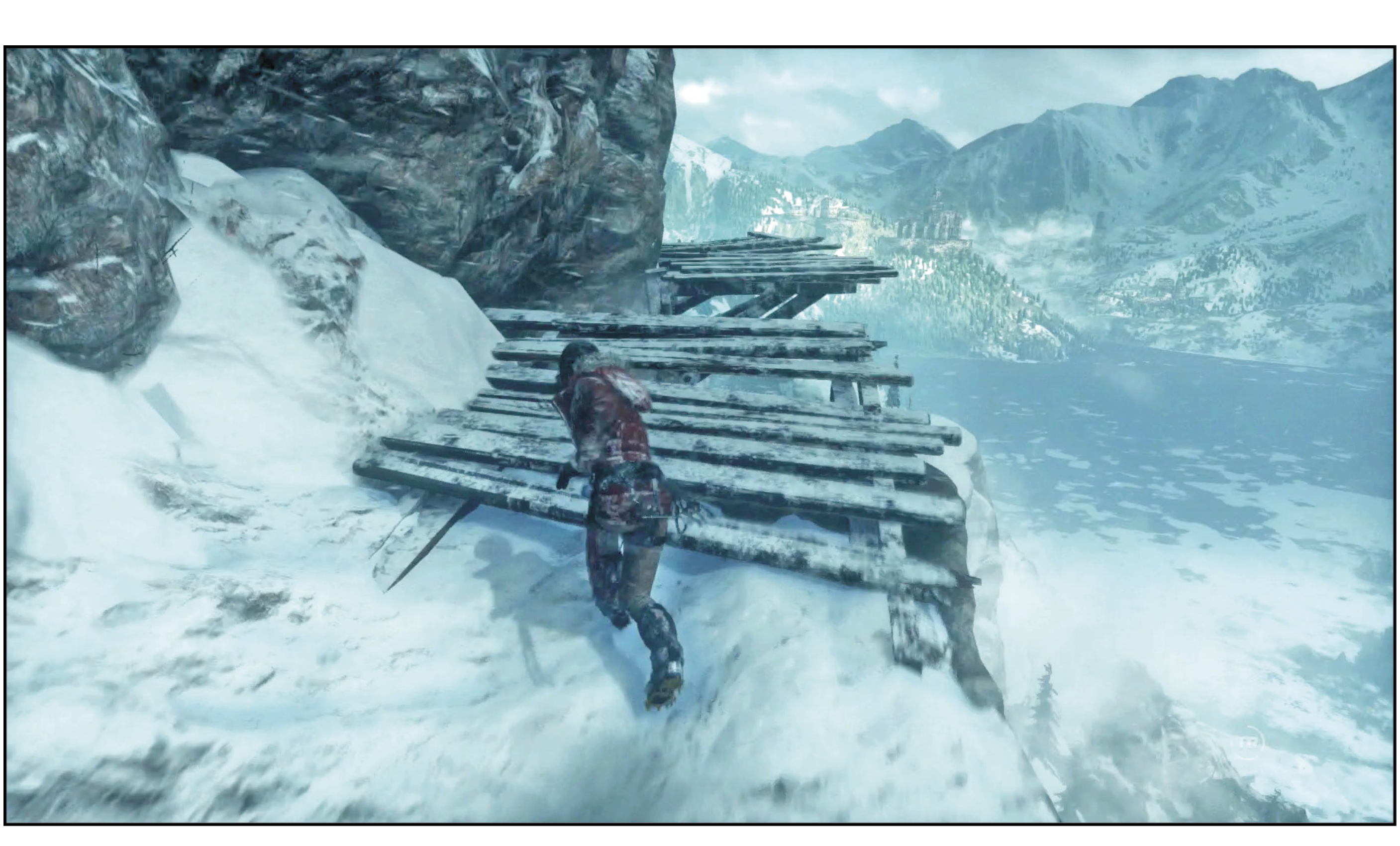
Leap back to Jonah and then follow him through a small cave. The storm is getting worse when you reach the other side, but things are still manageable for now. Follow the path toward the summit, and watch a short scene as you near the top.

Jump to the right when you start the next part of your climb. Latch on with your axes and climb up as high as you can. Continue up and right as far as you can go. There is another scene when you get to the end of that section. It ends as Lara gets up to some solid footing but has to start a dangerous sprint out of the area.

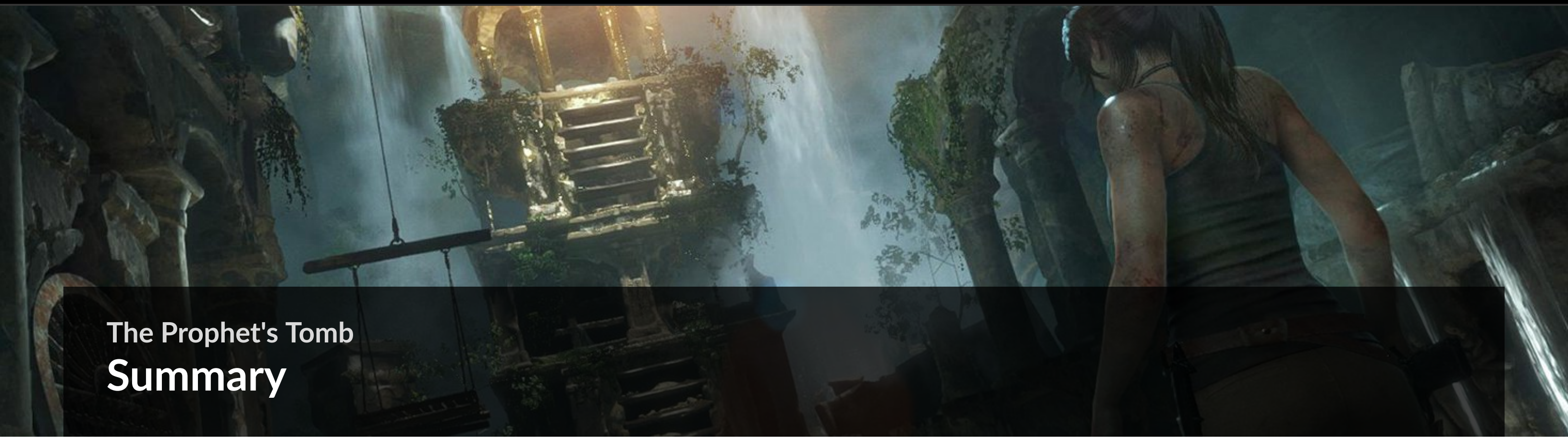
Run forward without hesitation. Jump when you get to the wooden walkway in front of Lara and catch onto the damaged boards ahead using the Interact button. Keep running, past a wrecked old plane, and outpace the growing avalanche as best you can.



There is a zip line ahead; it was probably left by the people who crashed that plane here sometime in the past. Ride that down toward another area and get ready to catch yourself after breaking through a wall of ice. Do this quickly before Lara falls to her death, and then jump to the ledge on your right before a collapsing wave of snow overtakes you.

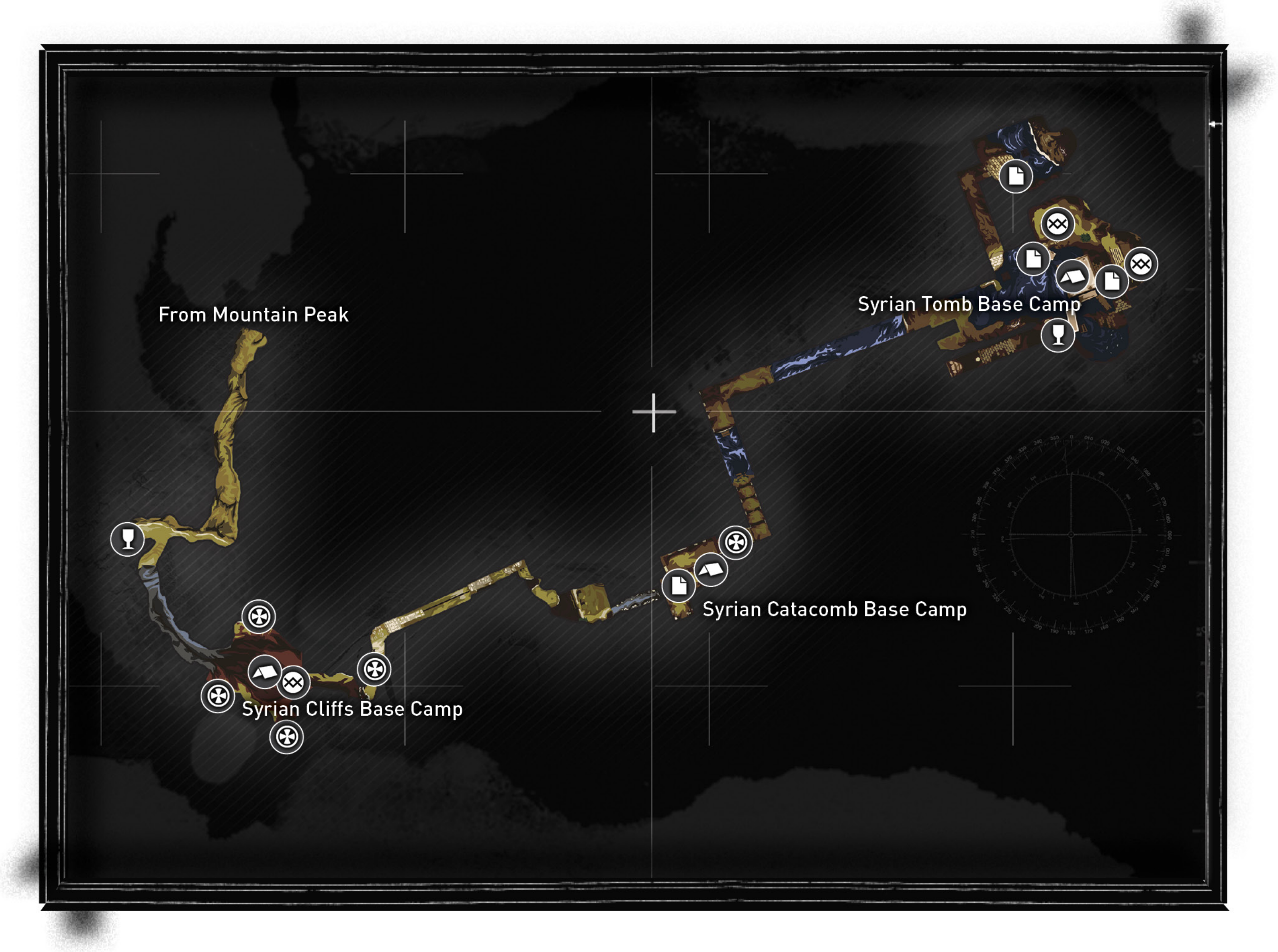
Run to the right, jump, catch yourself, and move on. The trick is to avoid jumping prematurely as the ground falls out underneath you during the next stretch.

After you reach the ledge, we turn back two weeks to find out how Lara got into this predicament.



The Prophet's Tomb

Summary



From Mountain Peak
Syrian Tomb Base Camp
Syrian Catacomb Base Camp
Syrian Cliffs Base Camp

REGION SUMMARY

Challenges	1
Relics	2
Documents	4
Murals	5
Coin Caches	3

MAIN OBJECTIVE

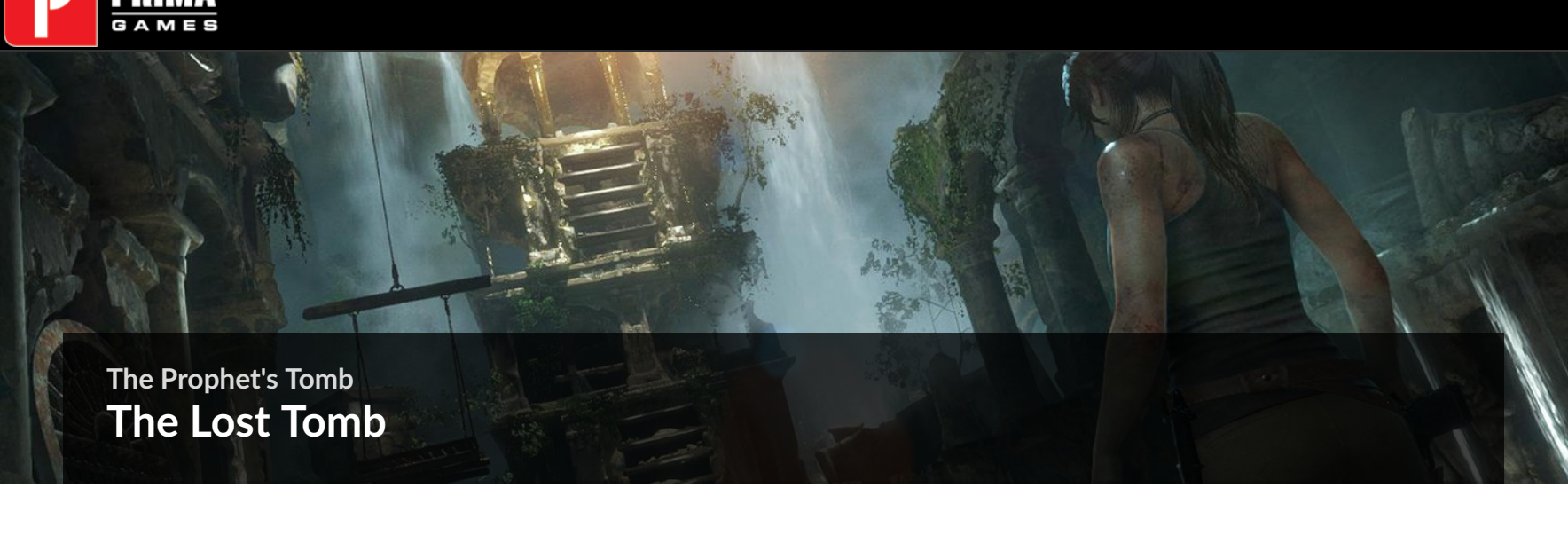
» Explore the Tomb of the Prophet

CHALLENGES

» Hang ‘Em High (Burst 7 Incense Burners)

ENEMIES AND PREY

» Trinity Soldiers



The Prophet's Tomb

The Lost Tomb

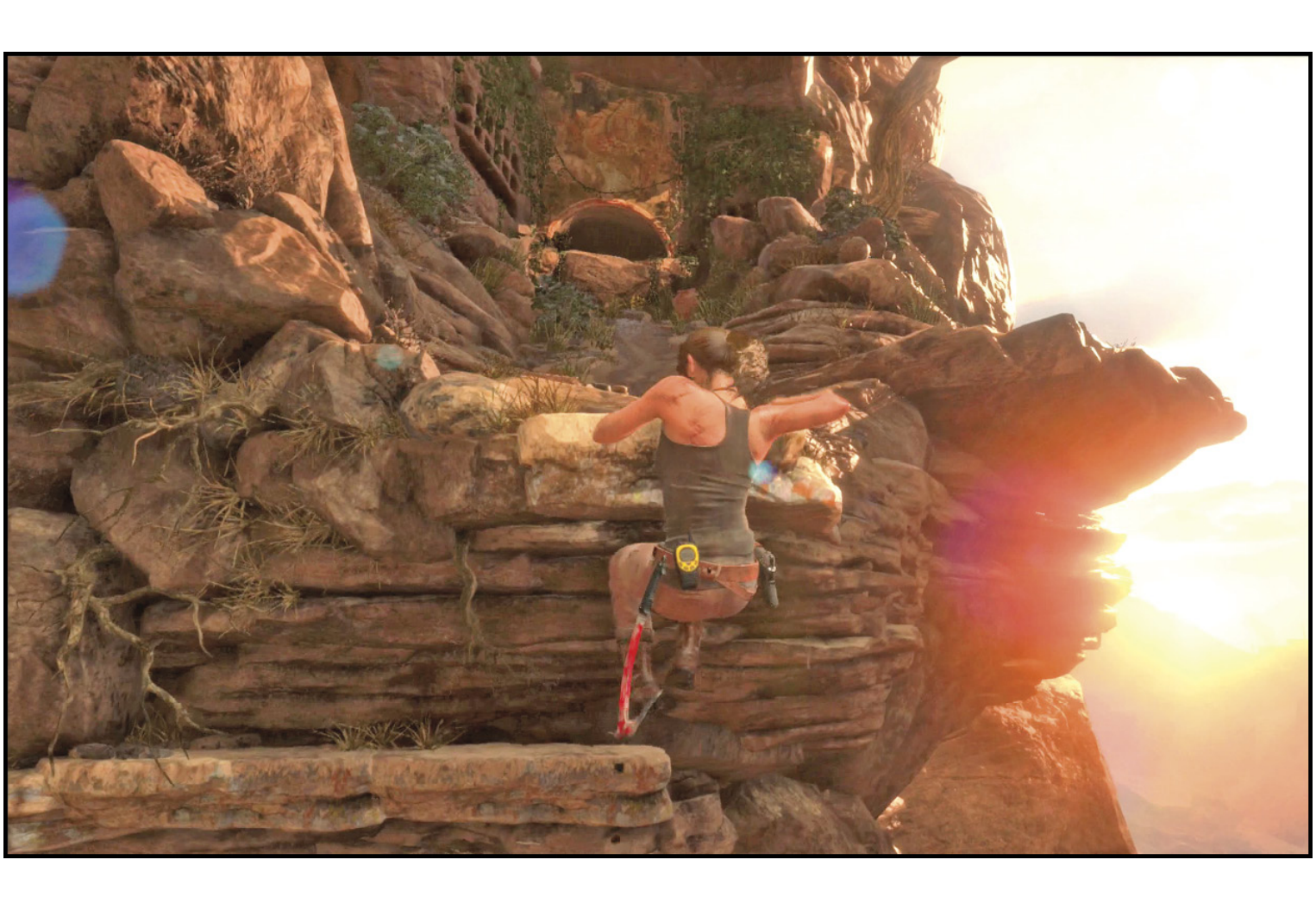
FIND THE TOMB OF THE PROPHET

Lara is driven to the Syrian border, but there are several complications along the way. After an unexpected stop, she finds herself on a rocky ledge. A stone settlement is off in the distance, within reach. Get up and start moving toward it.

Northwest Border of Syria

Walk along the ledge as Lara gets her bearings back. She's taken a heavy blow, and her vision is a bit off for the first minute or two while you're playing. Luckily, there aren't any enemies here to take advantage of the situation.

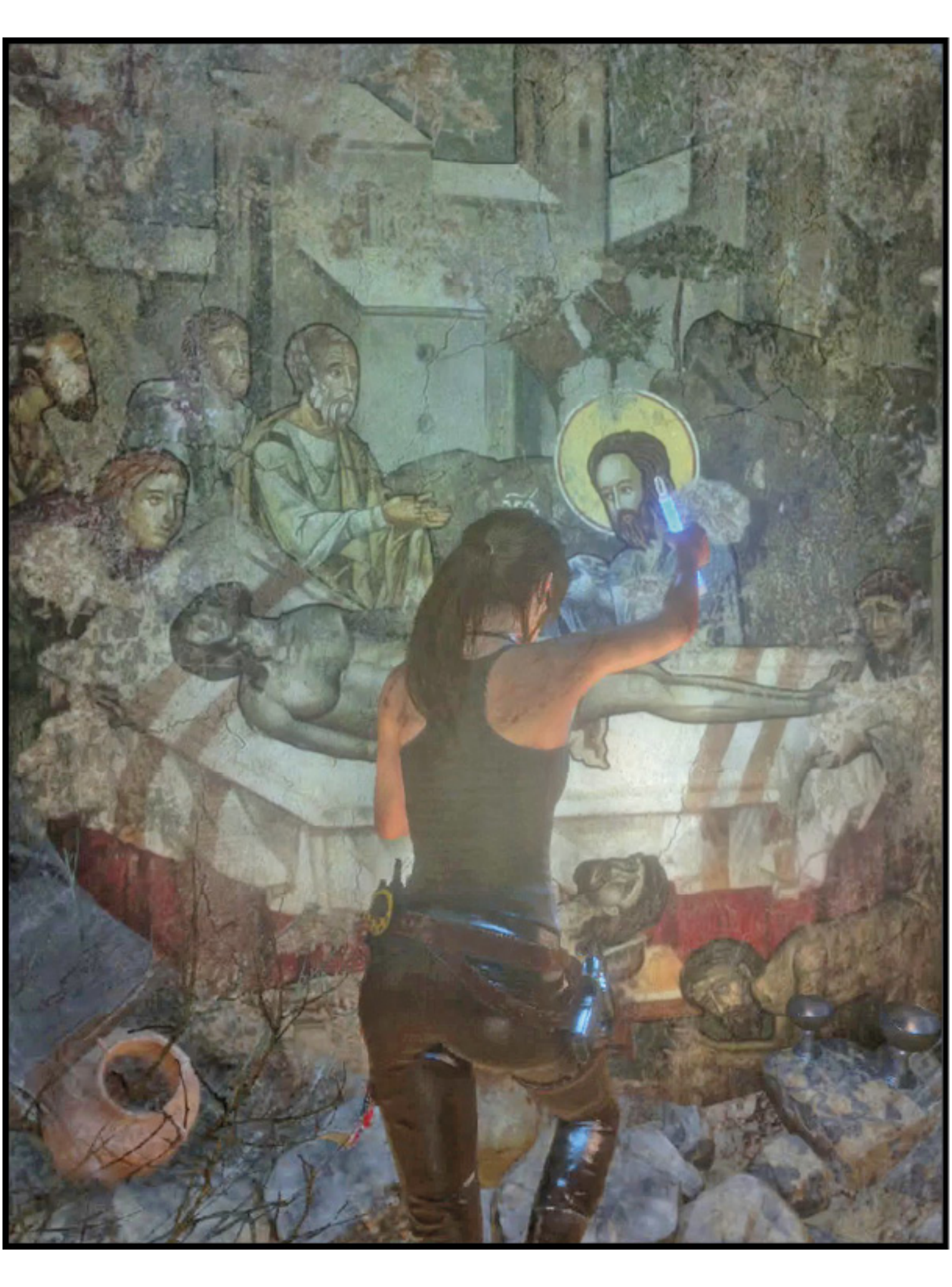
The path takes you to a rock wall. Jump up and use the handholds to shimmy up and right until you reach a higher platform. Above is a tiny entrance to a cave; Lara has to roll in through the opening to fit, but don't go in there quite yet. Instead, look around the ledge on the right side to pick up a Relic (the Gilded Cross). Get that and then go into the cave.



A short walk takes you to an important chamber inside the cavern. This place is steeped in history; it's on the very walls of the cave, ready to be seen.

EXPLORE THE CHAMBER OF MURALS

Search the chamber extensively. There are several hidden items and pieces of lore here, and you want to get everything before moving on. Look at the Monolith to reveal the location of the Coin Caches in the area. Scour the outer walls of the room for four **Murals**, and look along the floor near the far side of the room for the one **Coin Cache** that is here.



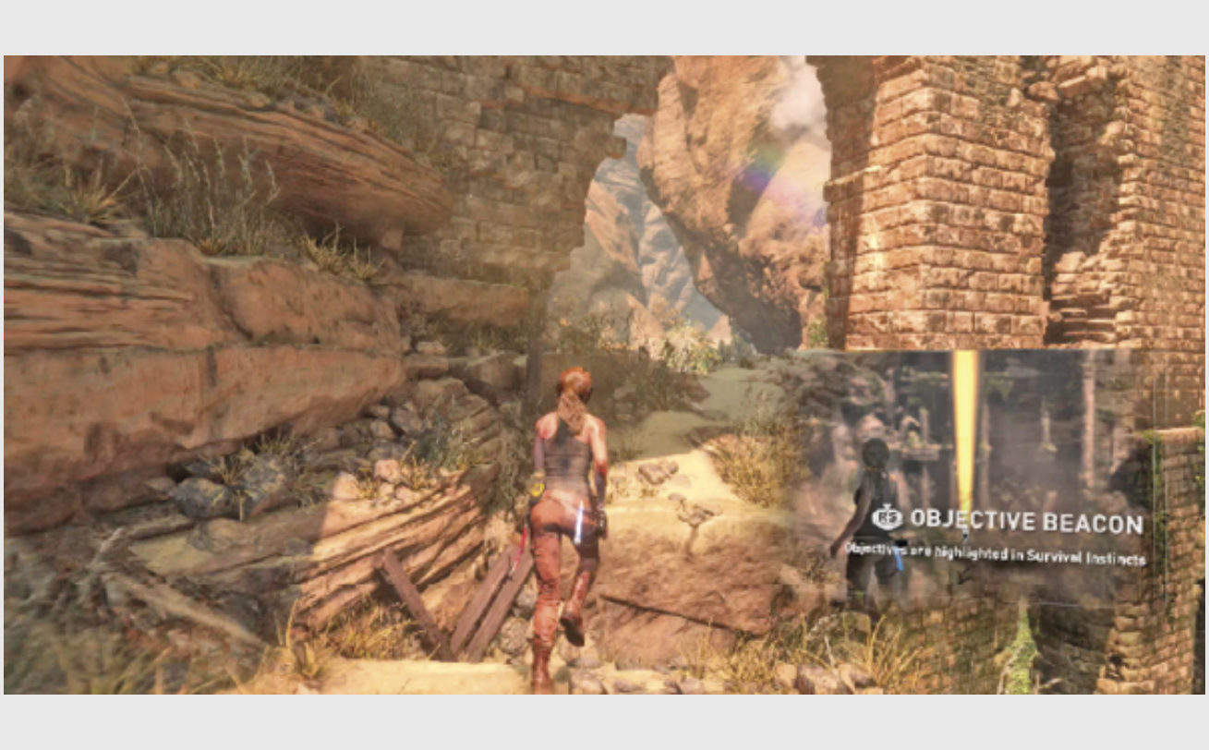
When you're ready to go, step into a smaller side room across from the hallway where you entered the cavern. Light is shining through a damaged wall in there. Interact with the wall to break it open, revealing a new exit.

FIND A WAY INTO THE PROPHET'S TOMB

You're almost to the main tomb now. A decaying stone bridge is to your left, and that's the way to cross the chasm that blocks your progress.

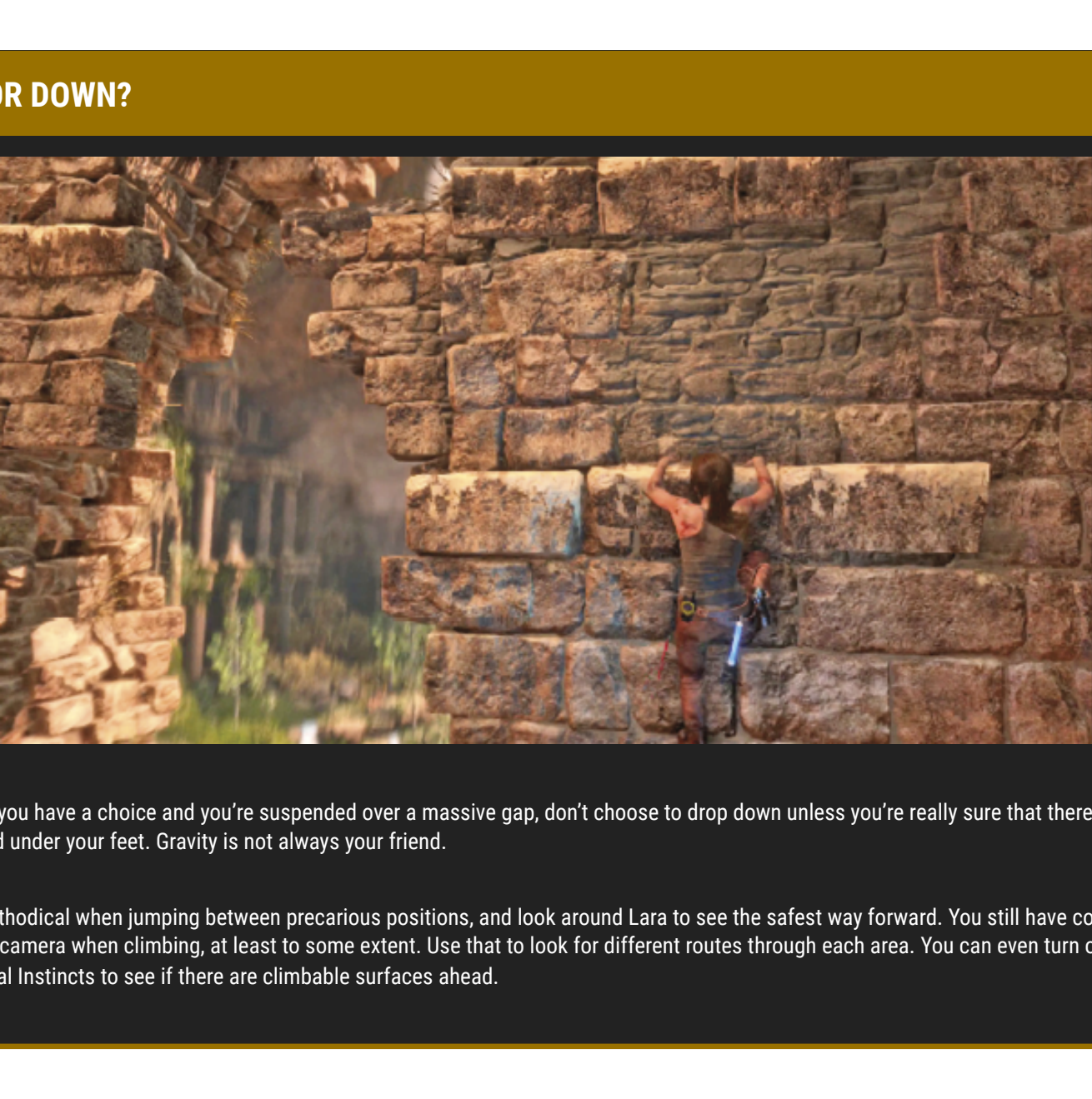
USING BEACONS AND SURVIVAL INSTINCTS

Now is a good time to explain about Lara's Survival Instincts. This command (normally triggered with the right stick) is used to detect things that are important near Lara. Activate your Survival Instincts and look around to spot essential objectives. You can also track collectible objects that have been revealed on your map. Highlight the object while scanning your map and then use the button indicated on your screen to set a blue Beacon. These Beacons make it very easy to see where the objective or object is located.



Approach the bridge. The handholds are a bit too high to reach with a normal jump, but that's not a problem for Lara. She can scramble up vertical surfaces for a short distance, allowing her to access ledges and handholds that aren't too far out of reach. Try that here! Get onto the bridge and then shift to the left to start crossing it.

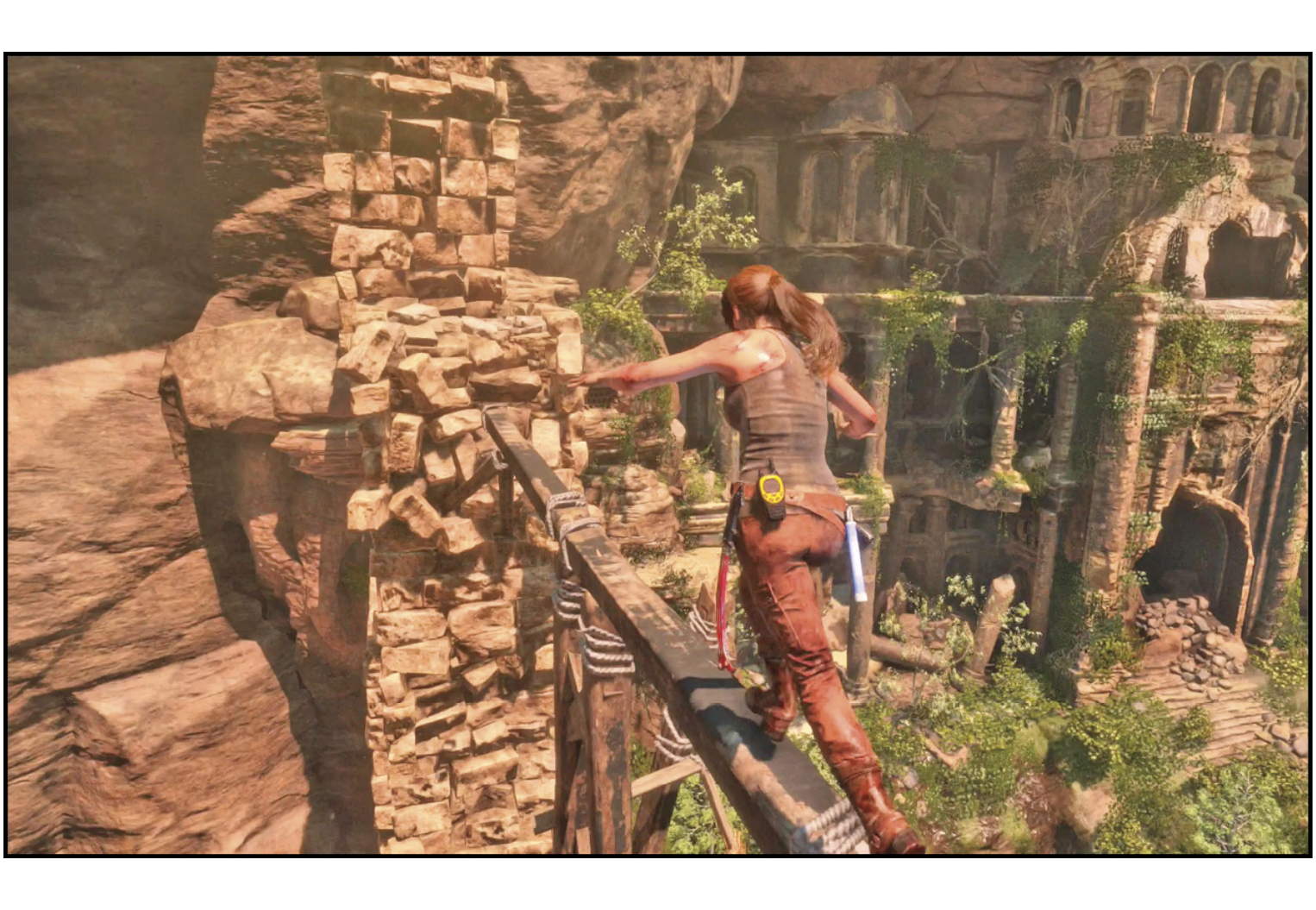
UP OR DOWN?



When you have a choice and you're suspended over a massive gap, don't choose to drop down unless you're really sure that there is ground under your feet. Gravity is not always your friend.

Be methodical when jumping between precarious positions, and look around Lara to see the safest way forward. You still have control of the camera when climbing, at least to some extent. Use that to look for different routes through each area. You can even turn on Survival Instincts to see if there are climbable surfaces ahead.

Cross the bridge on the left side by shimmying left and jumping up. Jump again to get over a broken section of stonework, and continue toward the top of the bridge to reach solid footing. The bridge begins to collapse once you get to a balancing beam, so pick up your pace as much as possible. Jump to safety at the end!



Approach the main temple and leap over toward its upper balcony. Use that as a handhold and pull yourself up when you find a decent spot between the pillars. A small corridor above the balcony takes you into the building, with unknown traps in wait. Hop up a couple of small ledges and go inside.

EXPLORE THE TOMB'S PASSAGES

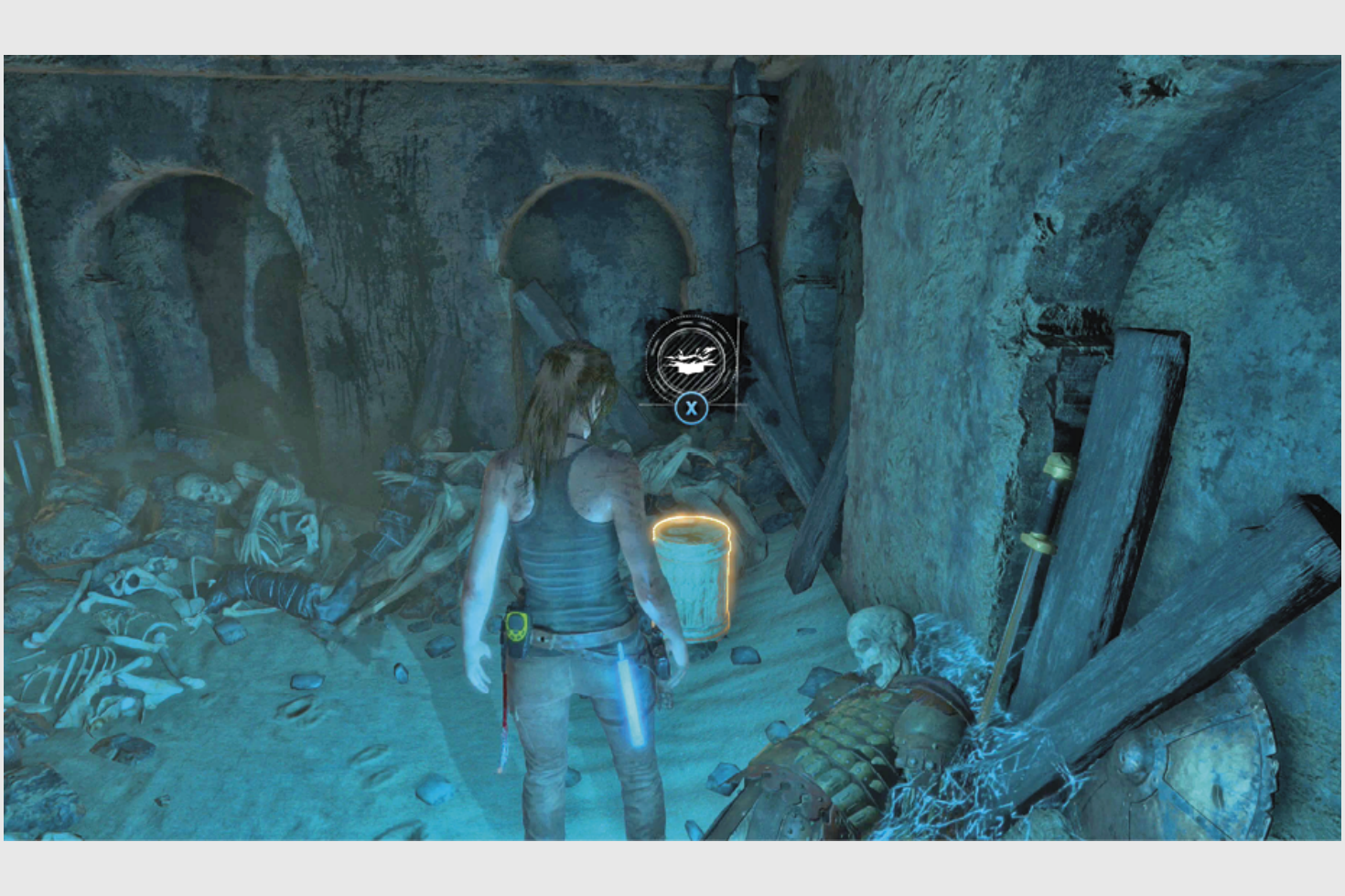
There isn't enough room to walk comfortably, so Lara has to squeeze through this place. Break through a wall at the end of the hallway to find yourself in the tomb proper.

Search the first room of the tomb for anything that isn't nailed down. To your right is a small container that glows orange when you approach. Break it open for a small reward.

GIFT OF ALMS

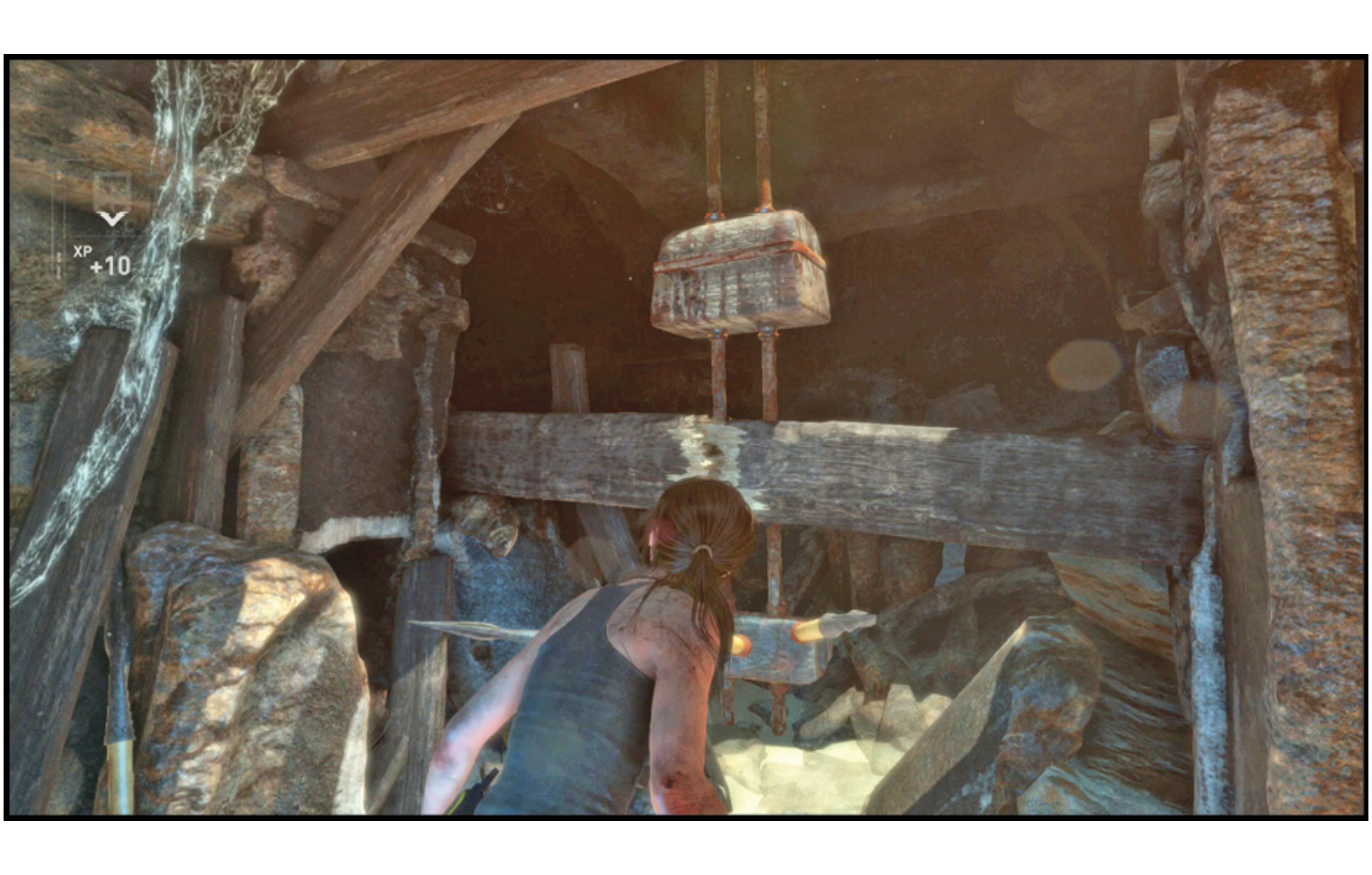
These containers have modest goodies inside of them. They aren't as important as the larger collectibles that get marked on your map once they're uncovered, but over time you still get quite a bit of XP and small treasures from them, including Coins and a variety of crafting items.

Similarly, there are crates of supplies that you run into fairly frequently. Break them open for crafting items.

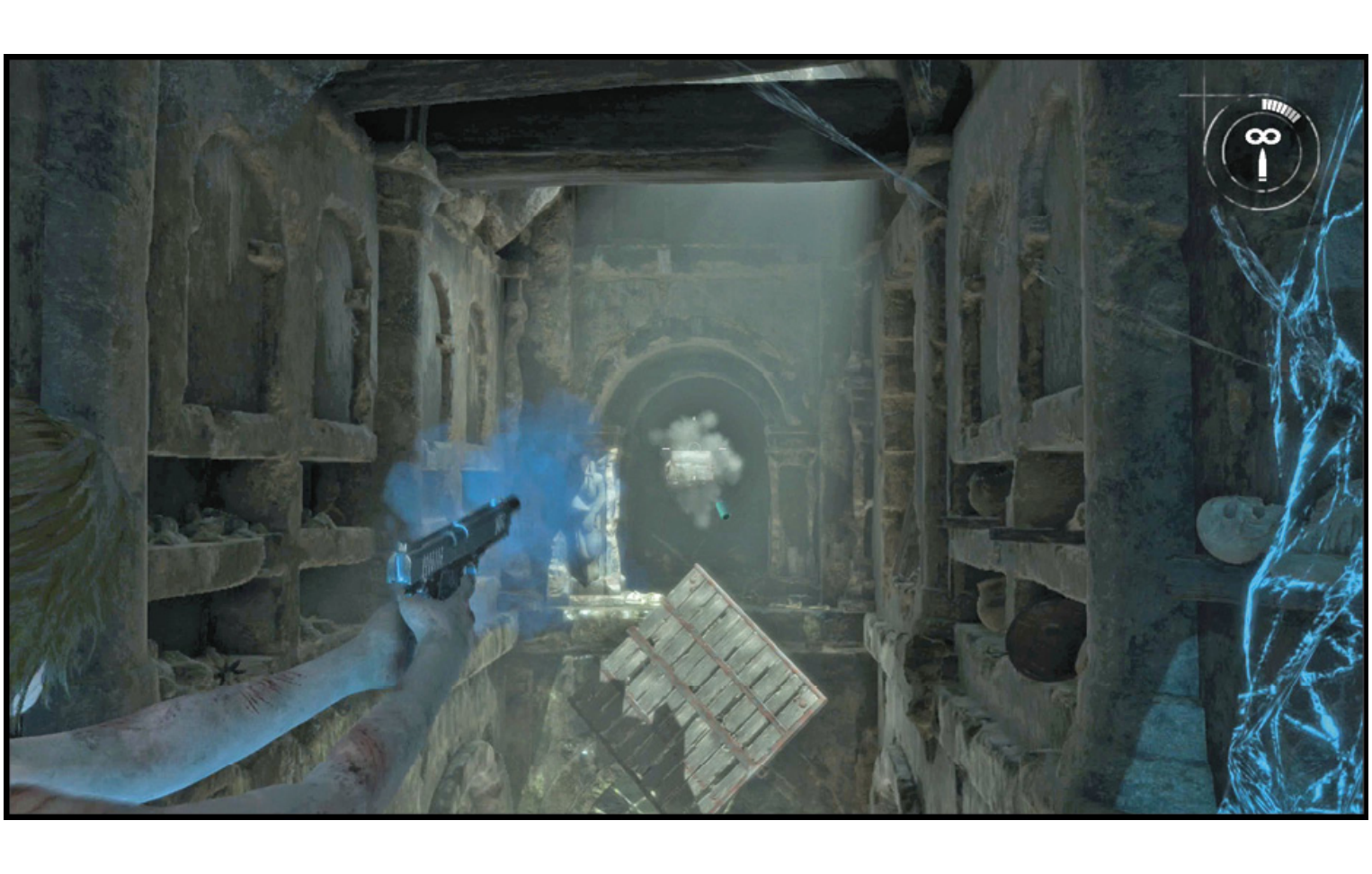


There is a **Document** on the left side of the room. Make sure to collect that and then read it as well. Nearby is a **Mural** to examine.

Get everything that's here and then leave the room; there is a hallway ahead. Walk toward it slowly, because a trap is triggered when you approach. You're shown how to aim your weapon; use it to destroy the small, wooden piece that holds the trap in place. This clears the hallway so that you can advance. Lara pulls herself under a crossbeam and goes into the adjoining passage.

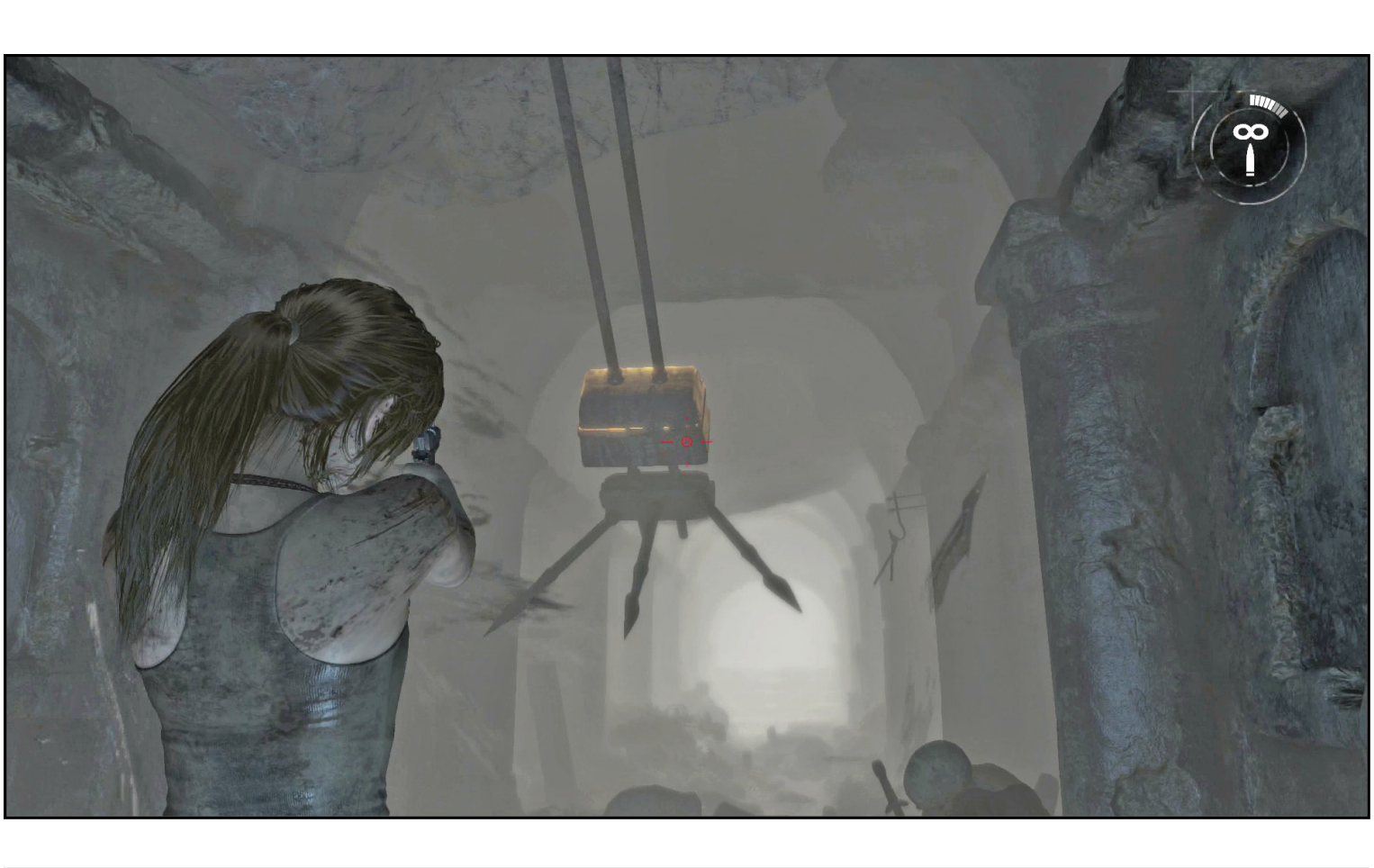


The floor here hasn't been inspected for damage in a few centuries, so it's going to collapse when you put any weight on it. Lara plunges into the water below, but is luckily unharmed. Get back onto solid ground by climbing out of the water on your side of the chamber. Look over the room. See that suspended wooden platform ahead of you? Shoot the block that's holding it up!



Jump back into the water, climb onto the fallen platform, and use that as a way to get out of the room; jump from the platform to a ledge above and climb out.

There is a nasty section coming up. As you move through the next passage, Lara steps onto a trap and is temporarily immobilized. A spike swings at her, and you have to shoot the wooden block on that very quickly so that Lara doesn't get perforated. Next, use the indicated button that's flashing onscreen to bust out of the trap. Water is filling the hallway, so swim quickly down the passage before it becomes your own personal tomb.

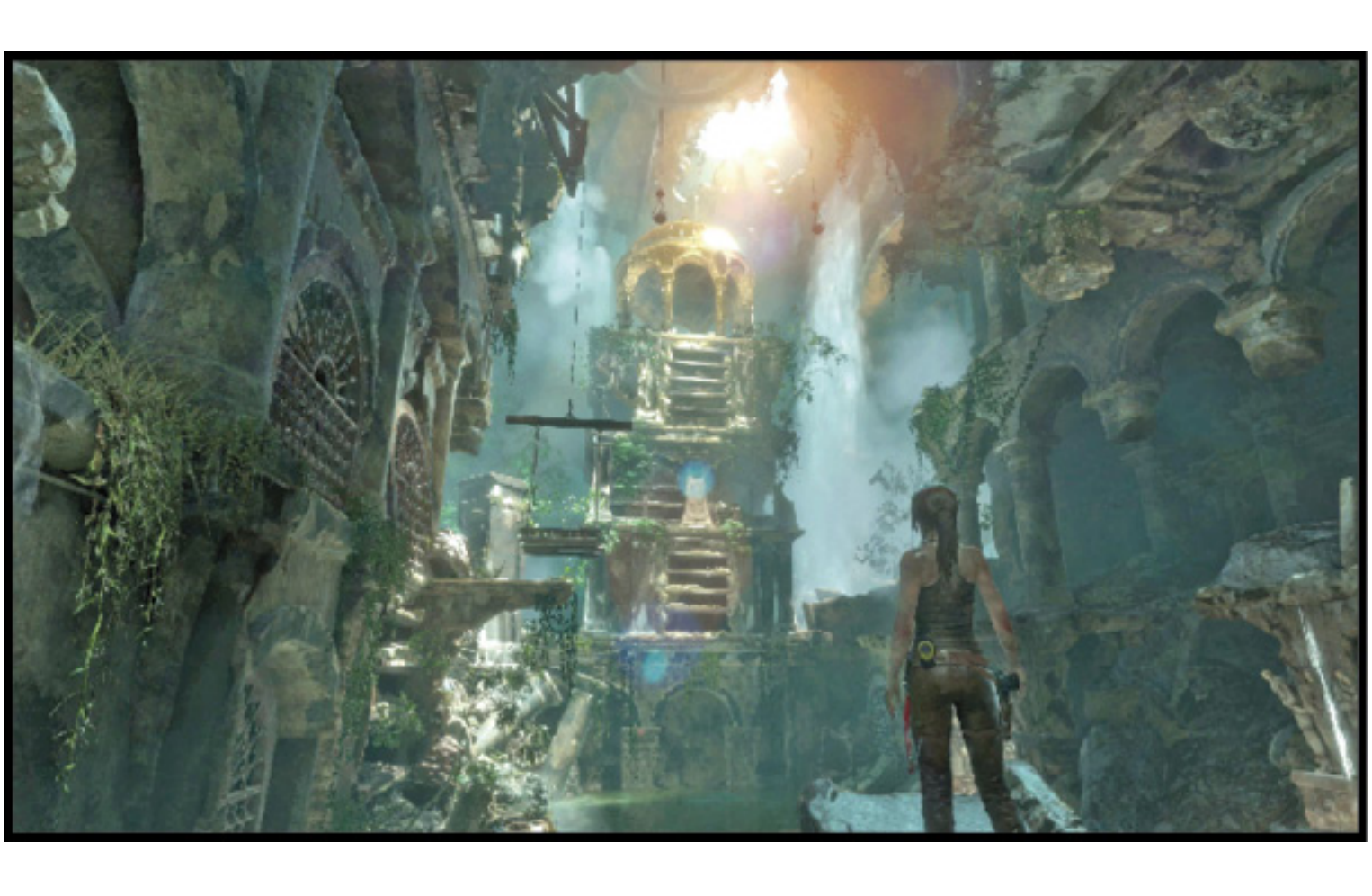


FAST SWIMMING

The game shows you how to swim as quickly as possible with a brief, onscreen tip. Use the B button to go as fast as you can while swimming. This doesn't make Lara drown at a faster rate, so there isn't a downside to doing this even when you're fully submerged.

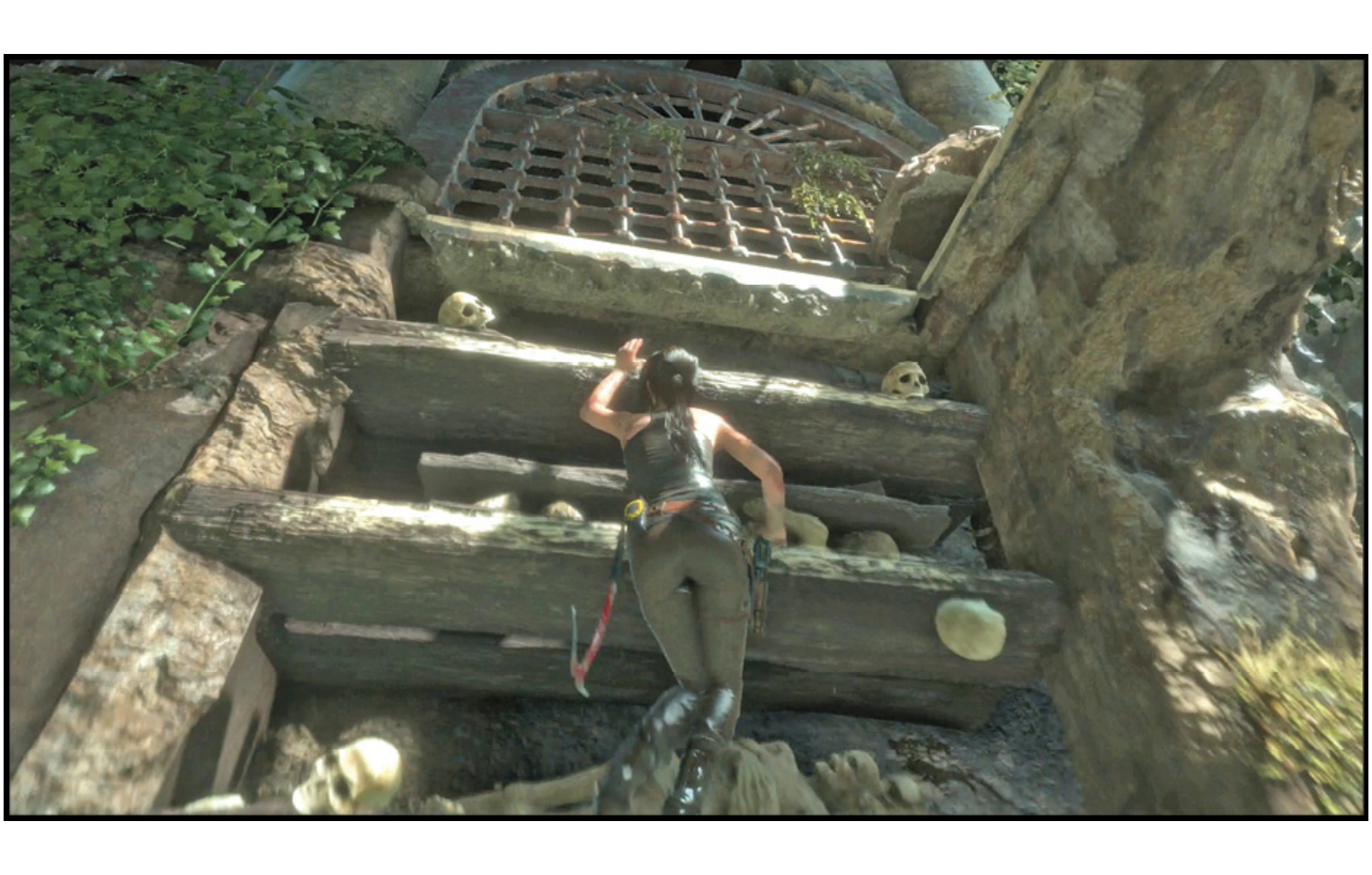
Get out of the water and walk toward the misty room ahead. You're almost to the tomb!

NAVIGATE TO THE TOP OF THE MAIN TOMB'S CHAMBER



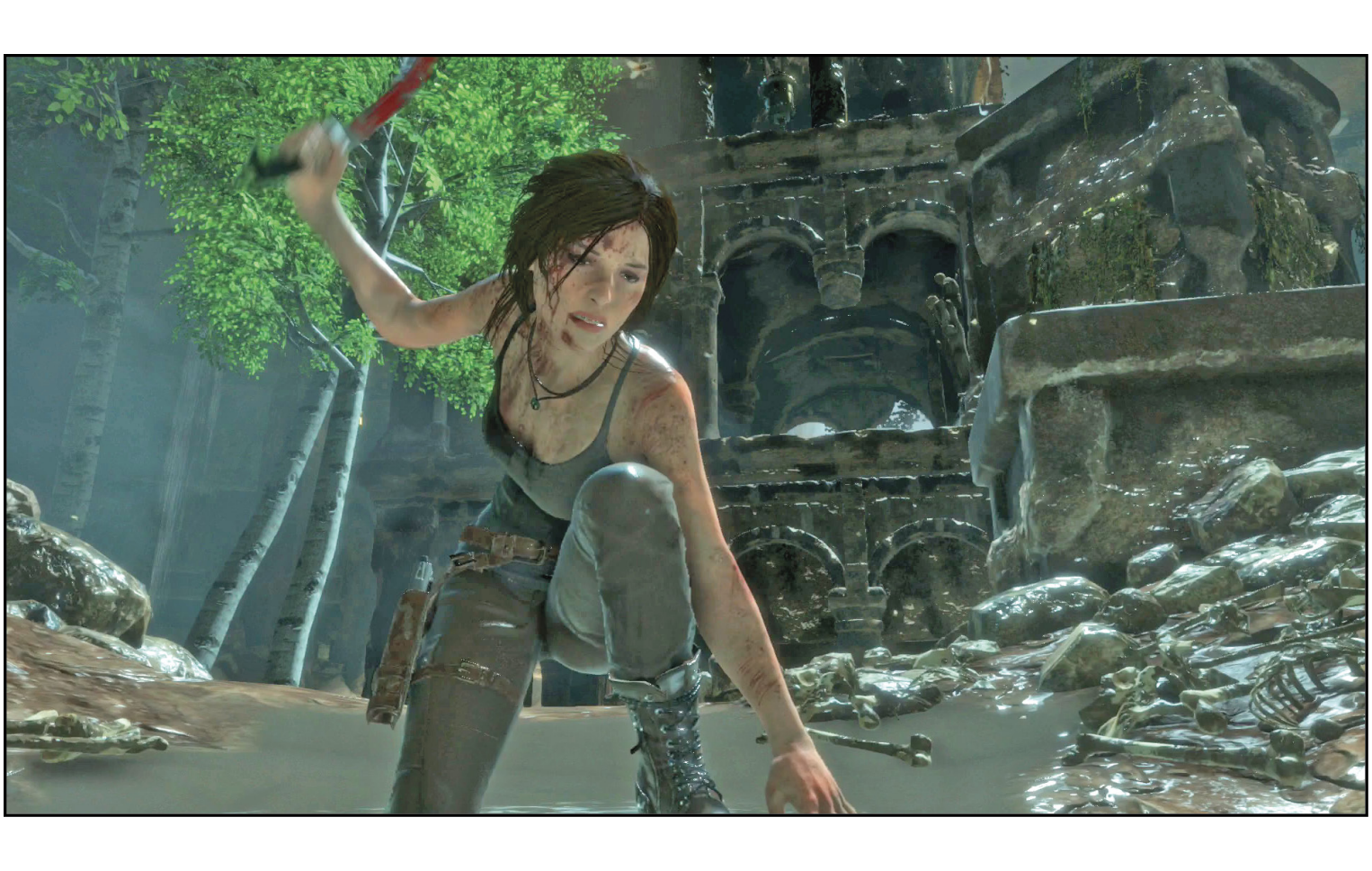
The good news is that you've entered the central room of the tomb. The bad news is that it's really hard to get to the top of this chamber. Many of the stairs and bridges that were used in ancient times have fallen away, and you need to make a path of your own to get to the top.

Getting the water level to rise is your first step. Follow your objective marker and smash through a leaking wall on the side of the room. This soon gets enough water into the room for you to reach a ledge that is underneath a suspended wooden platform. Get onto dry land and use the cubbies along the wall to climb higher.



Shimmy onto a small ledge above and jump over to the suspended platform. Wait on that while a counterweight system causes the floodgate to open. Again, the water rises. You can now get through most of the chamber.

Search the eastern side of the room for buried treasure. There are two **Coin Caches** here, and you can get them both without much effort. Dig into the ground at their marked locations and get your money.



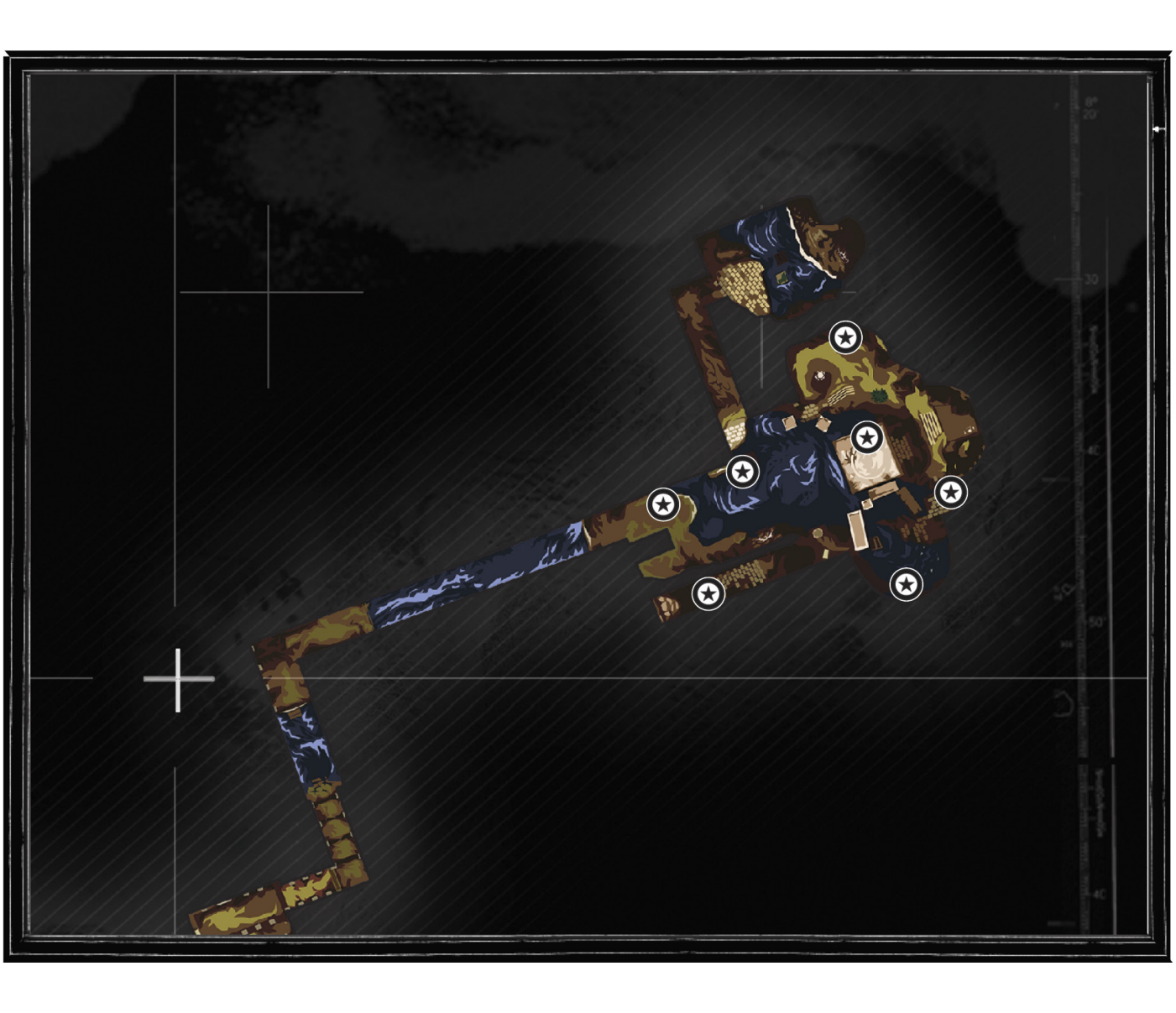
There are a couple of containers with Gifts of Alms as well, so keep your eyes out for them too.

The best treasure is along a small strip on the southern edge of the room. There is a **Relic** just above the new waterline. Get that before you continue (it's an Enamel Brooch).

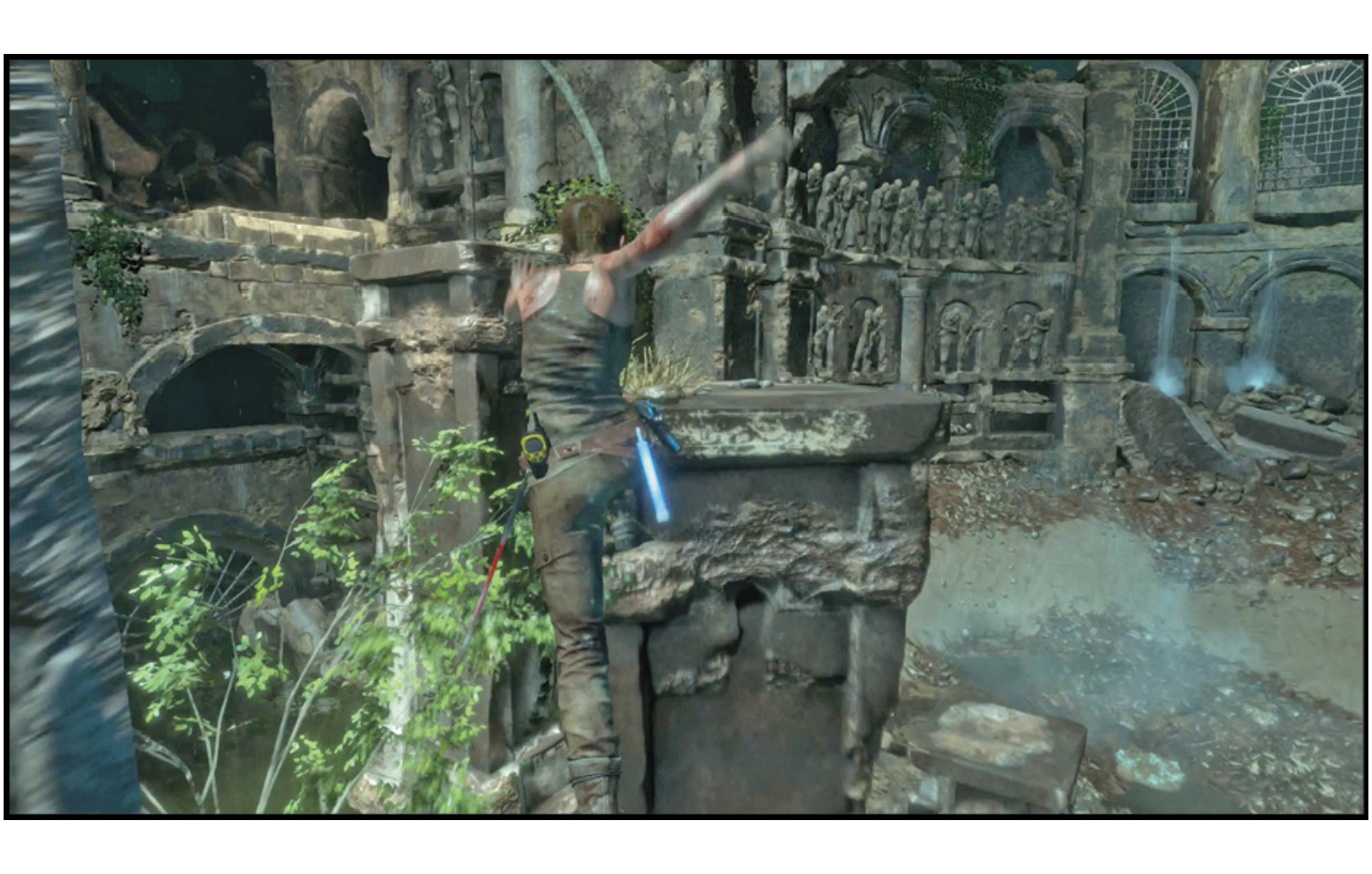
Now, climb onto a damaged pillar near the center of the room. Jump from there into the building that dominates that area, and cross through that. You hear noises in the distance, but nothing is coming after you quite yet. Stop while you're inside the building and scan around with your Survival Instincts. A small ledge to the south has an Archivist's Map that reveals the remaining Documents in the region. Take that and shoot any hanging urns that light up.

HANG 'EM HIGH

All Challenges are covered in their own portion of the "Collecting Treasures" chapter. While you're here, look for seven Incense Urns that are suspended from the ceiling. They're easiest to spot when you're using Survival Instincts, because they glow. If you end up missing any, you can return later in the game to finish destroying the whole set.



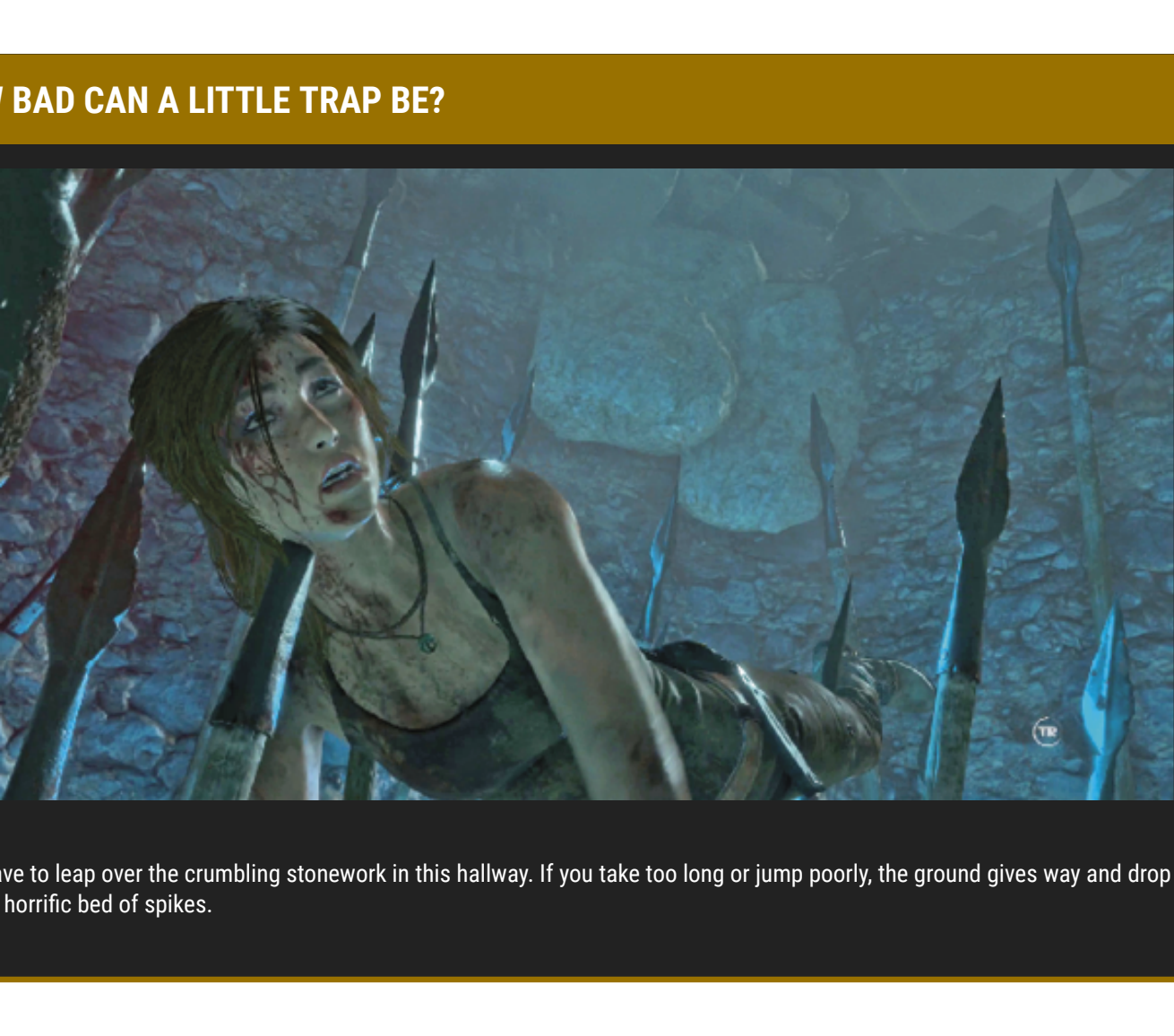
Get back into the main building and watch out for a pit trap that is exposed when the floor crumbles. Jump over the spikes and search the small area of floor to the right for a **Document** (The Knight: On the Trail). Walk carefully to the far side of the building and jump onto a couple of pillars and then over to the northern side of the tomb.



The last **Document** (The Knight: At the Gates) is beneath you, on the ground floor of the room.

You quickly reach a hallway that looks empty, almost simple even. This is probably a good place to be careful.

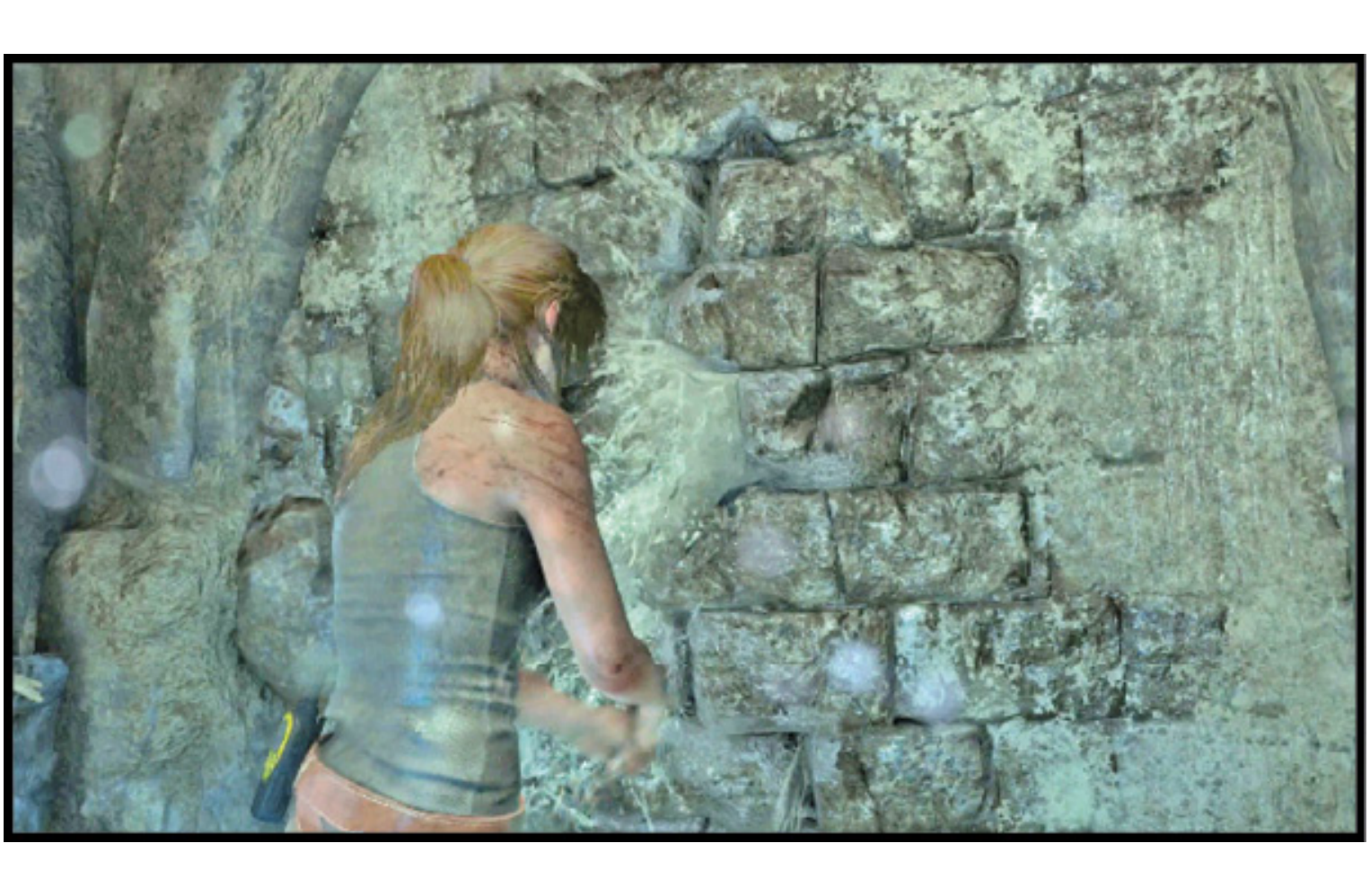
HOW BAD CAN A LITTLE TRAP BE?



You have to leap over the crumbling stonework in this hallway. If you take too long or jump poorly, the ground gives way and drop you onto a horrific bed of spikes.

Jump over the damaged flooring and hurry to the end of the corridor. You enter the final room of this level. Again, you need to raise the water level to get through, but this time it's a little bit more complicated.

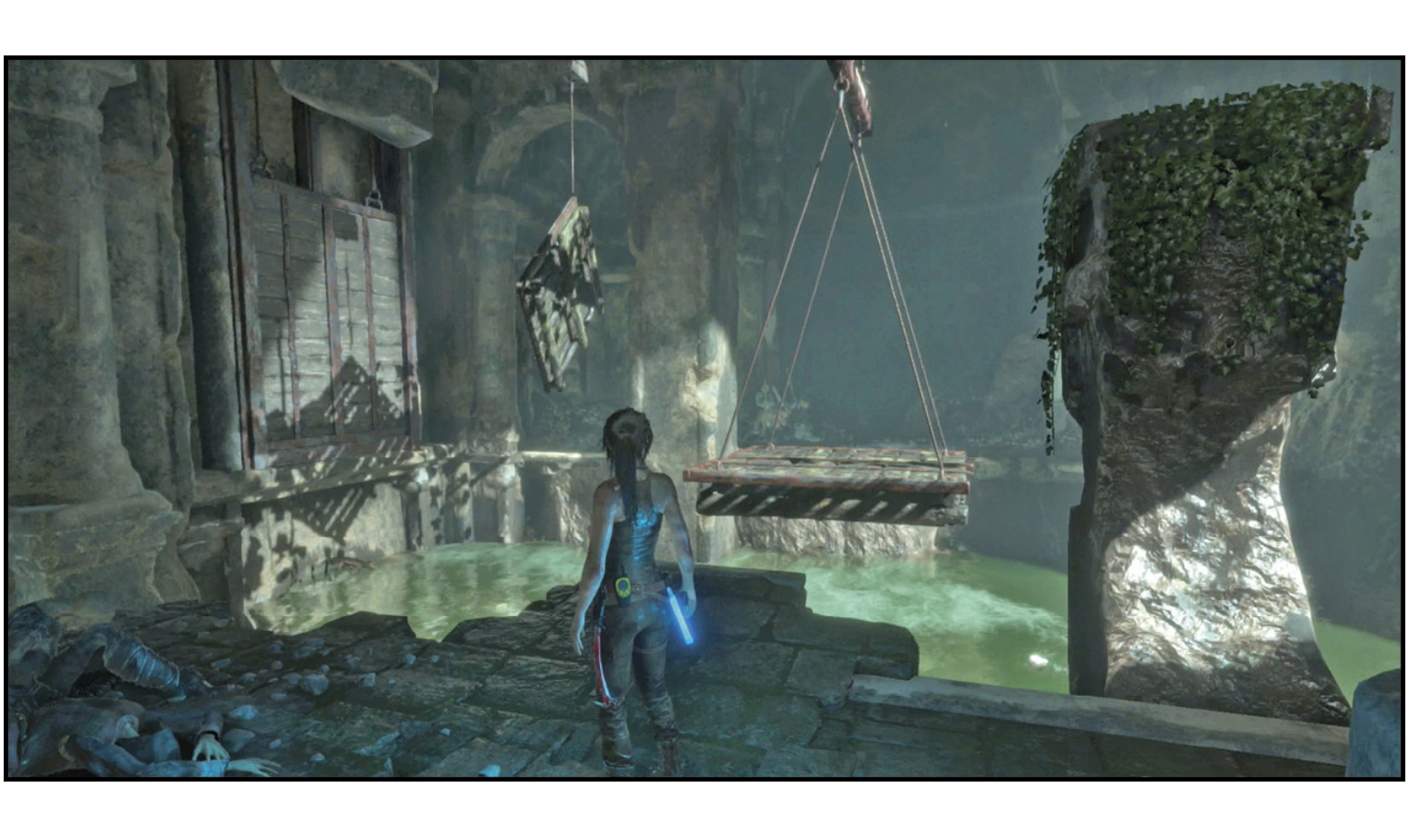
Get the **Document** on the right side of the room before you go anywhere. Then, go around the upper ledge, collect some free **Coins**, and smash through a leaking wall.



Another suspended counterweight is here, but you can't get the floodgate to open just by jumping over to it. The problem is that the incoming surge of water knocks Lara off of the platform, thus preventing the water level from rising very much.

Destroy a section of wall on the other side of the chamber. This lets in some water. Then, shoot a wooden block that is holding up a second platform. This drops that pallet into the water. Jump onto the main platform and don't worry when you're knocked off of it. The process causes the floating pallet to go to the other side of the room. Climb onto it and then jump to the handholds above. Now you're getting somewhere!

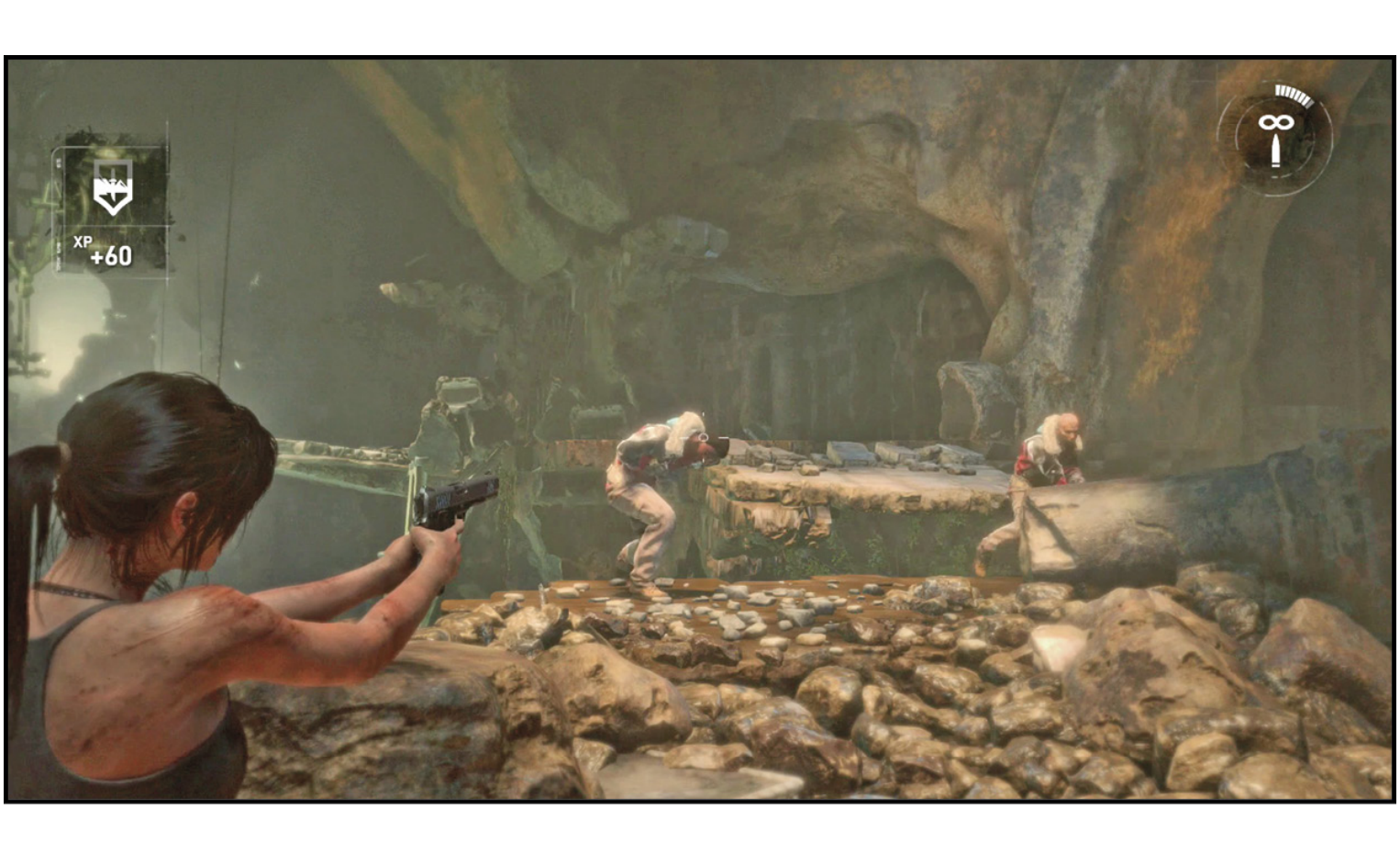
Climb to the top and then jump onto the bar above the suspended platform. The water won't knock you off there, so Lara can hang on until the water level rises substantially. That lets you get to the top of the tomb.



Watch a quick scene and then pull yourself to the top of the cubbies where Lara gets out of the water. A long scene follows, as she uncovers the sarcophagus. Several important events transpire. When they conclude, you are still at the top of the tomb. However, you're joined by a few Soldiers from Trinity.

Stay cool and shoot both nearby men before they have time to react. Headshots are ideal, but multiple bullets bring down your targets if you're uncertain of your aim.

Next, run forward and jump across a small gap. You're taught how to sprint after you land, just in the nick of time.

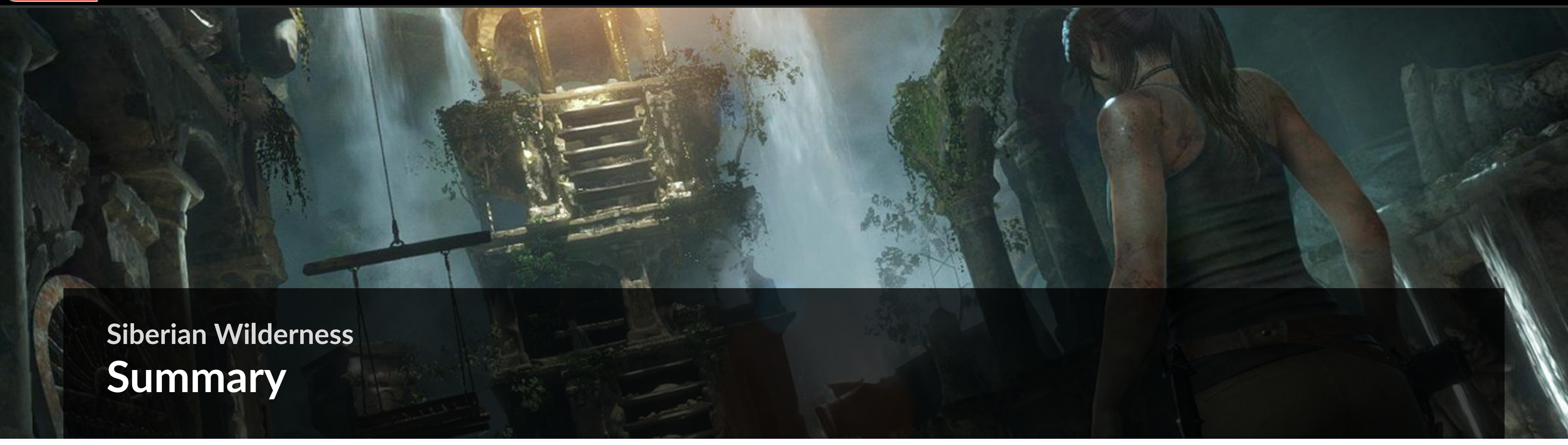


RUN FOR YOUR LIFE

Sprinting is engaged by pushing down the left stick. Lara puts on serious speed, allowing her to avoid cave-ins and enemies alike.

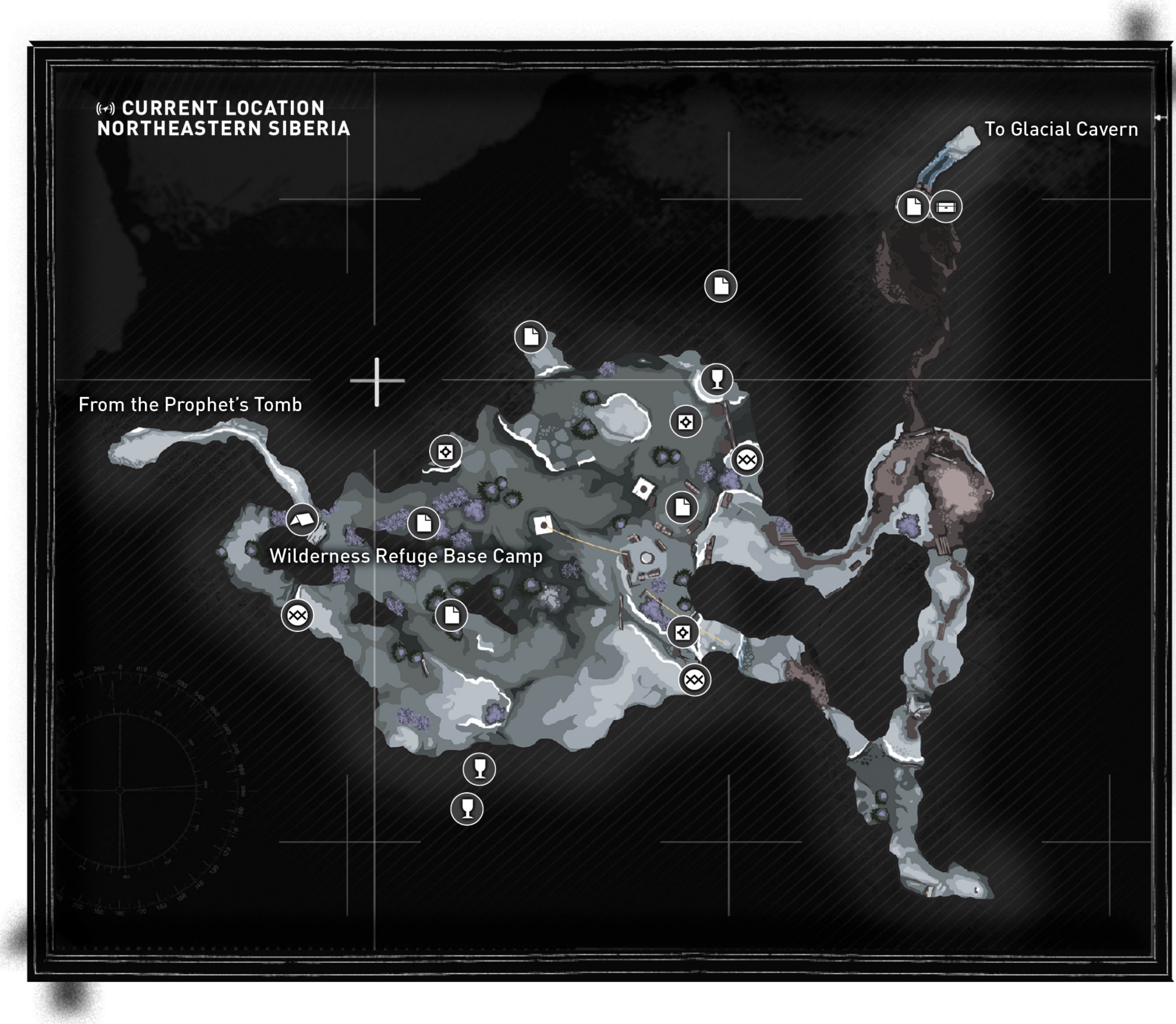
Sprint to the end of the passage and turn left. Run and jump to a hanging bar, and use that to vault to the other side of the room. Grab hold of a ledge, pull yourself up, and get back to speed.

The rest of the route is a challenge of timing, but it's very clear where you need to go. Sprint, don't fall, and leap over every gap. It's simple in theory, but the pressure is on and you only have moments to get outside before this entire place crashes into ruin. Hurry, and go!



Siberian Wilderness

Summary


CURRENT LOCATION
NORTHEASTERN SIBERIA
To Glacial Cavern
From the Prophet's Tomb
Wilderness Refuge Base Camp

REGION SUMMARY

Challenges	1
Strongboxes	1
Relics	3
Documents	6
Survival Caches	3
Coin Caches	3

MAIN OBJECTIVE

» Survive the Storm and Explore the Mongol Ruins

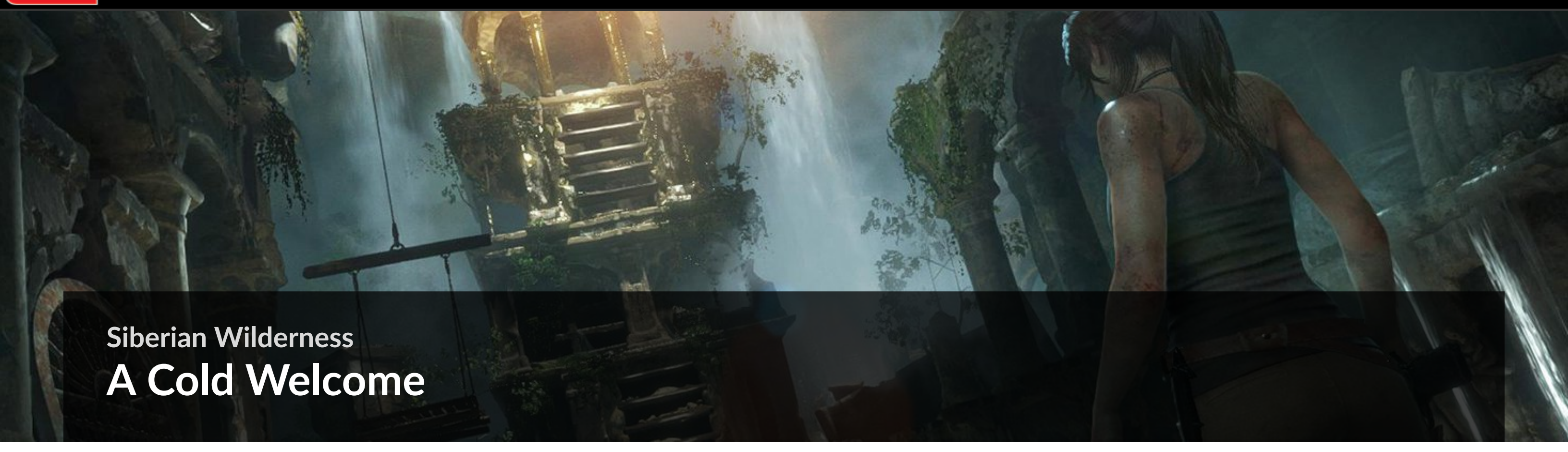
CHALLENGES

» Grab and Go (Loot the Corpses of Three Enemies)

ENEMIES AND PREY

» Trinity Soldiers

» Something Huge, Furry, and Angry

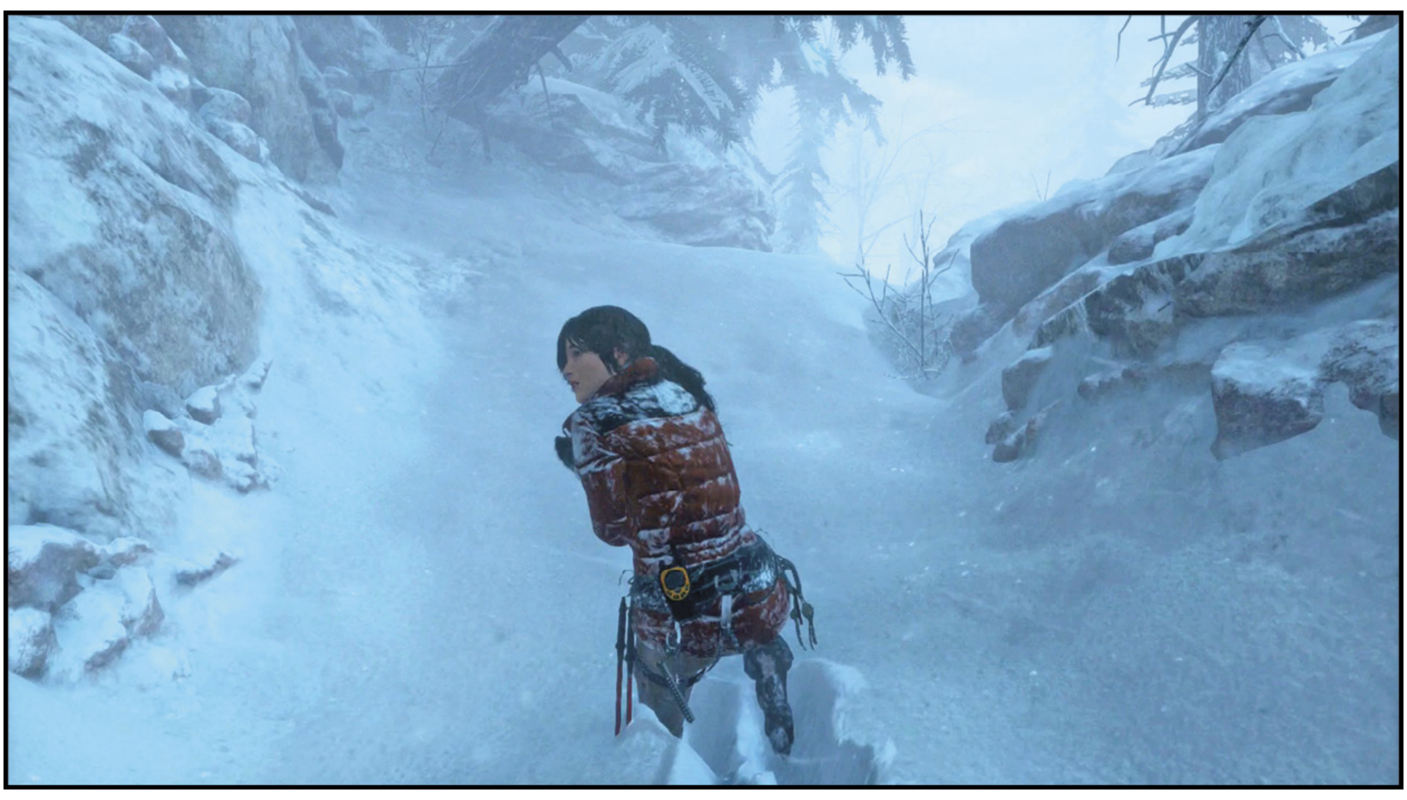


Siberian Wilderness

A Cold Welcome

FIND A PLACE TO TAKE SHELTER

Having seen the events that brought Lara to the Siberian Wilderness, we now return to the present. Lara has been separated from Jonah, so she's alone in the middle of a growing blizzard. That could be quite fatal in an area that's this desolate, so you're going to need shelter very soon.

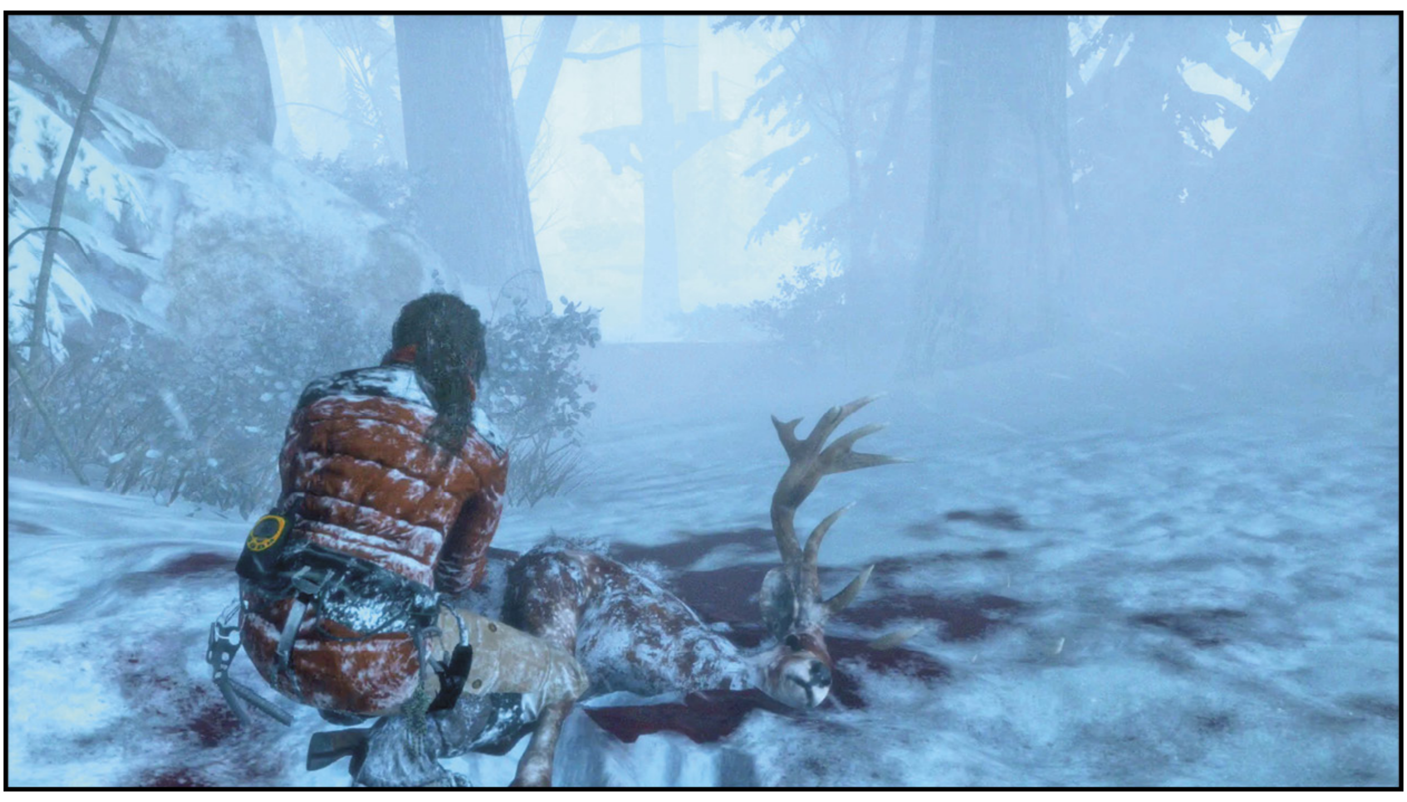


Wade through the heavy snow in front of Lara. Don't take any time to search around for collectibles. Survival is your top goal, and there isn't anything worth picking up right here anyway. Take the path forward and turn to the right as it starts to descend.

You find an old campsite not far away. That's the first good luck that you've had in some time.

GATHER RESOURCES TO BUILD A FIRE AND SHELTER

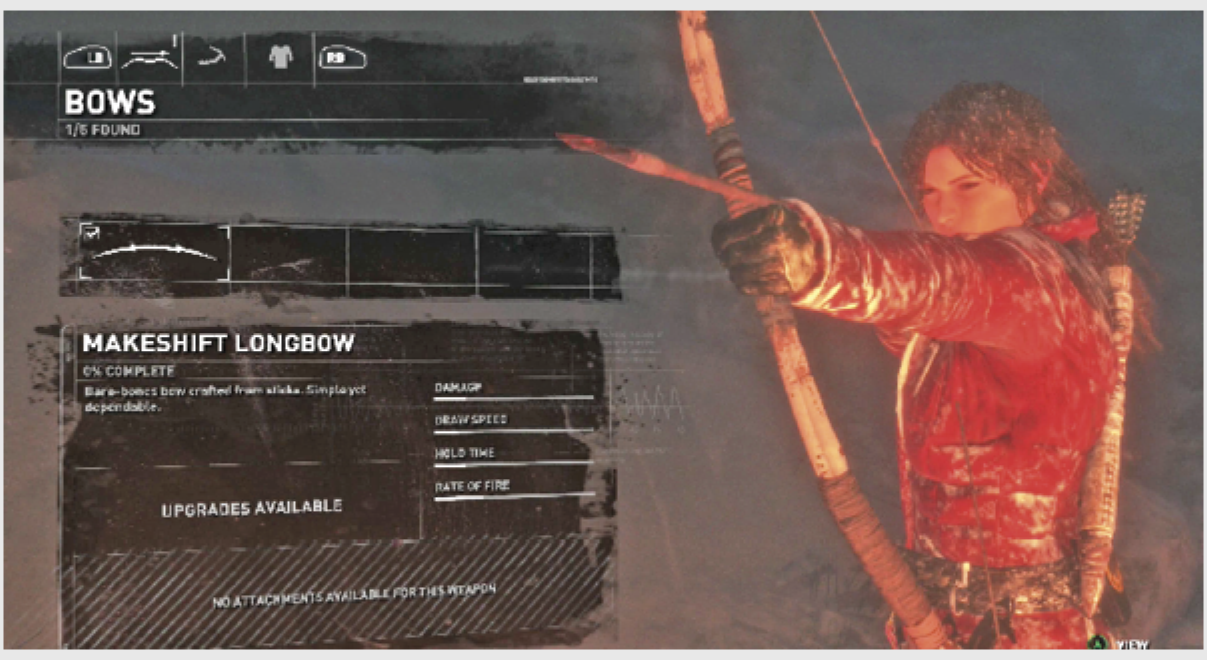
Everything that you need is to the east, going by your map. Take a look where to go, and then use your Survival Instincts if you have any trouble spotting the three items that you have to gather. There are two dead tress that you break for Hardwood, and then a slain stag gets you Hides and a Deer Antler. Approach these items and use the Interact button to gather everything that's there.



The storm is getting really foul. Hurry back to the campsite and use your resources to start a fire. You won't live without it. Watch a scene as Lara makes it through the evening. Weaponless at first, she uses her time well and starts crafting a Bow.

BASE CAMP

While you're at Base Camps, you can manage your inventory, work on skills, upgrade weapons, or travel between other camps (though this is not available yet).



Bare-bones bow crafted from sticks. Simple yet dependable.

Your first weapon out here is a Makeshift LongBow. It's nothing great, but it'll do. While you're still at Base Camp, go into the Weapon Upgrade menu, click on the Makeshift LongBow, and then see if you have the materials to do anything right now. It turns out that you can add Reinforced Limbs to the weapon with just three Hardwood and three Hides. Excellent. Craft that upgrade now to improve your Arrow speed and damage (this applies to the Makeshift Bow and to all future Bows).

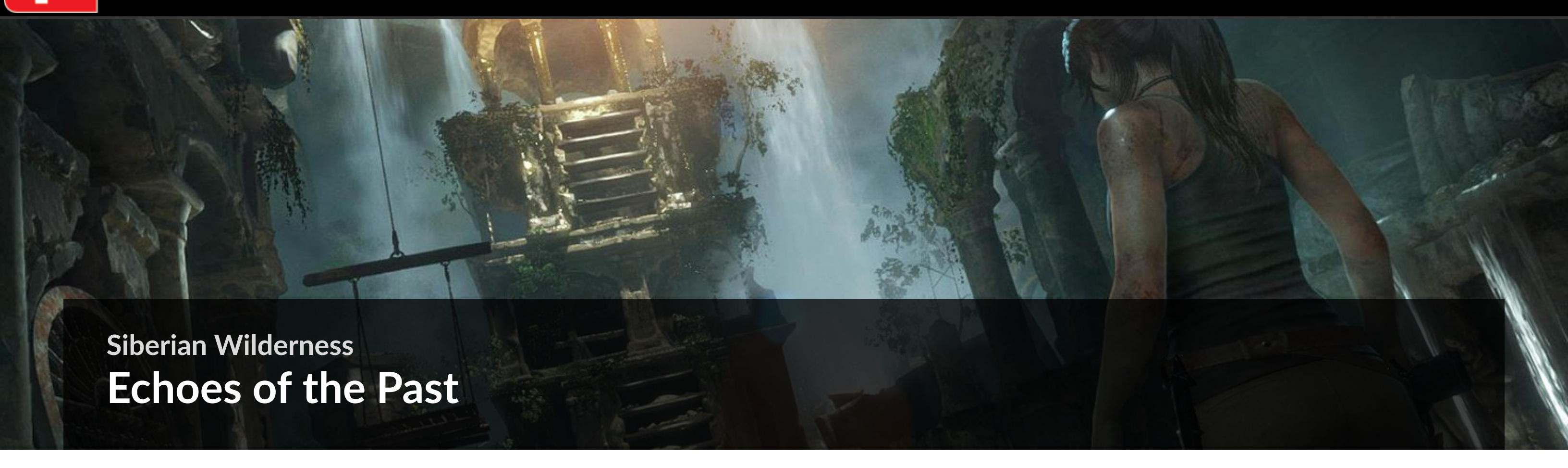
Next, go into the Skills menu. Use your first point to invest in a skill from one of three lines: Brawler, Hunter, or Survivor. All of these are extremely useful, so your choice should be based on the playstyle that you enjoy the most.

Brawler skills help you take down targets and restore your health. This line has some of the best upgrades for avoiding death. The higher your difficulty, the better it is to get some of these early on.

Hunter skills are quite useful for ranged attacks, sustaining your ammunition, finding prey, etc. These skills are very aggressive. They help you win encounters, rather than just survive them.

Survivor skills assist with crafting items, gaining experience, and finding rare objects. These are usually the least essential skills for fighting, but they have tons of peripheral value. You get assistance in finding hidden items, and the experience boosts let you earn skill points faster. Once you get your basic combat skills down, make sure to invest here so that you grow quickly in the wilds.

Leave Base Camp after you've made your decision.



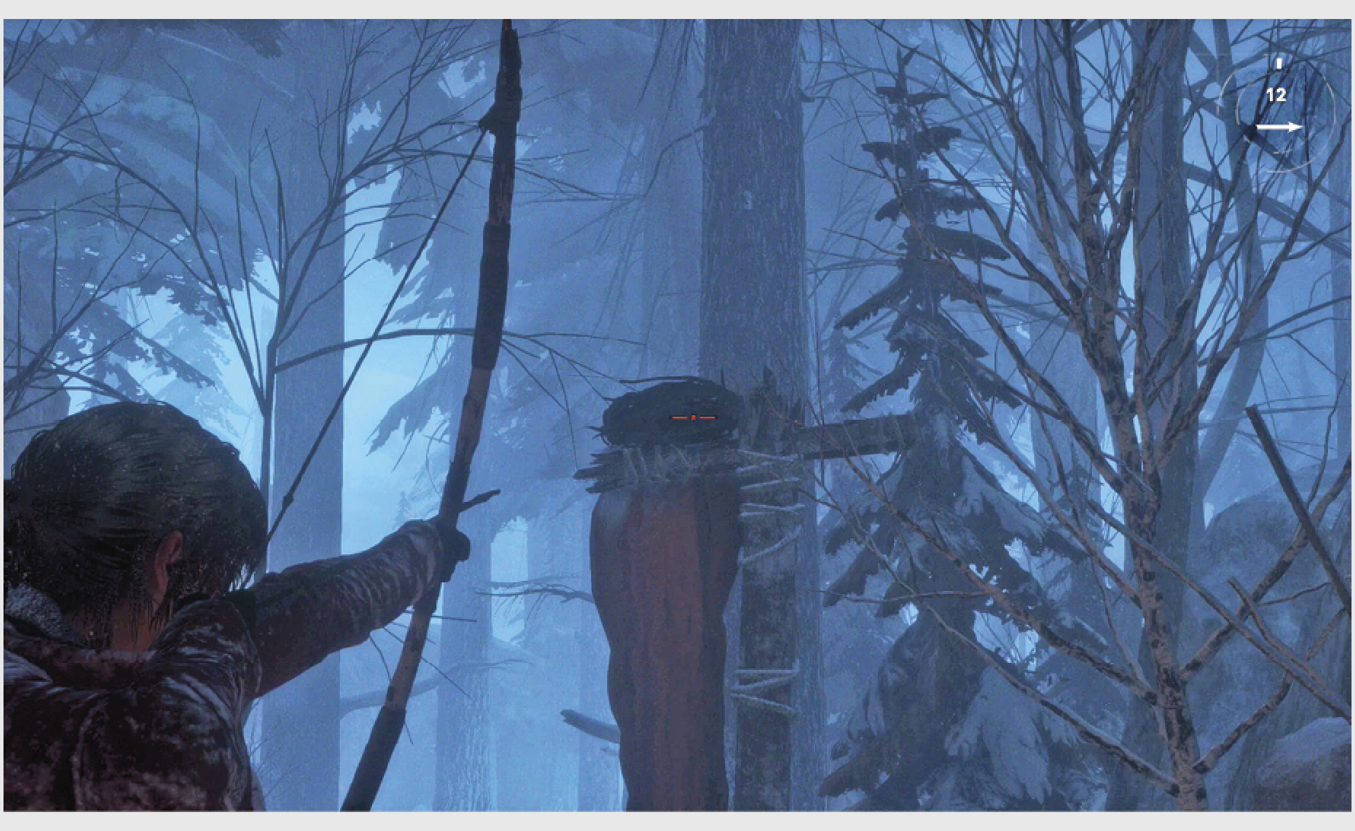
Siberian Wilderness

Echoes of the Past

EXPLORE THE FOREST FOR SIGNS OF THE LOST CITY

Take several minutes to wander around the area and get used to your new weapon.

MASTER THE BOW

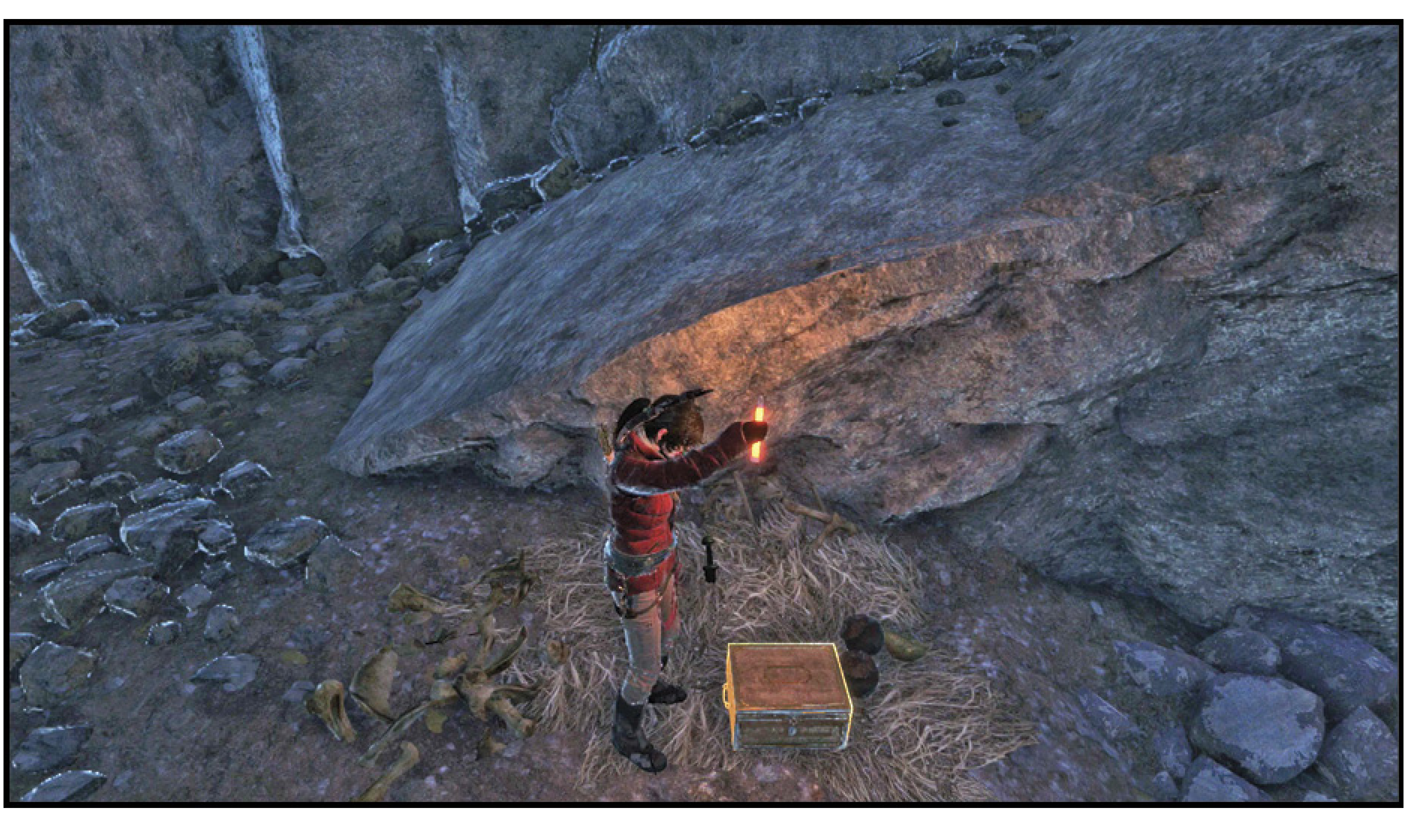


Bows are useful tools for hunting. They take down prey quite successfully if you get the drop on your targets. In addition, they can be used to knock things off of places that you wouldn't normally be able to reach.

For example, you might notice bird nests when looking around, especially if you often use your Survival Instincts (the nests glow, like many objectives or points of interest). Shoot the nests to knock them down, and then gather the Feathers inside. Feathers and Hardwood are combined to make Arrows. You get five Arrows for one Feather and two pieces of Hardwood, so spending an Arrow to knock down a nest more than pays for itself.

While hunting around, search for collectible items. We'll list many of the best things that you can find right now. To keep going with the story, skip ahead past this list. Normally, we'll keep lists like this in the Collecting Treasures chapter, but this is the first time that you really get to explore and wander through the wilderness, so we want to give you a leg up on it.

» Follow the ledges along the southern edge of the map to find an **Explorer Satchel** (these reveal the locations of other collectibles in the area).



» East of Base Camp is a Russian **Document** (On the Borderlands) that is on a slightly raised ledge. Climb onto the trees and vault between them to reach this raised area.

» Southeast of Base Camp is a Cave. You need a Rope to get into this, so Lara is unable to loot the **Relic** (Archer's Ring) that is inside until later in the game.

» There is a **Survival Cache** to the north, on an upper ledge.

» Southeast from the Base Camp is a **Document** (The Prize Awaits).

» There are two Caves along the southern wall of the map, though you can't access one of them at this time.

» The Cave farther to the east has to be broken into by shooting a barricade a few times; once inside, look for a chest with a **Relic** (Mongolian Tug).

» Across a small chasm on the southeastern part of this area, there is a **Survival Cache** hidden in the snow.

» In the northeast is another Cave; a Russian **Document** is inside of it (In the Tomb).

» Close to that Cave is a **Relic** (Crown of a Prince). It's outside, on a small ledge.

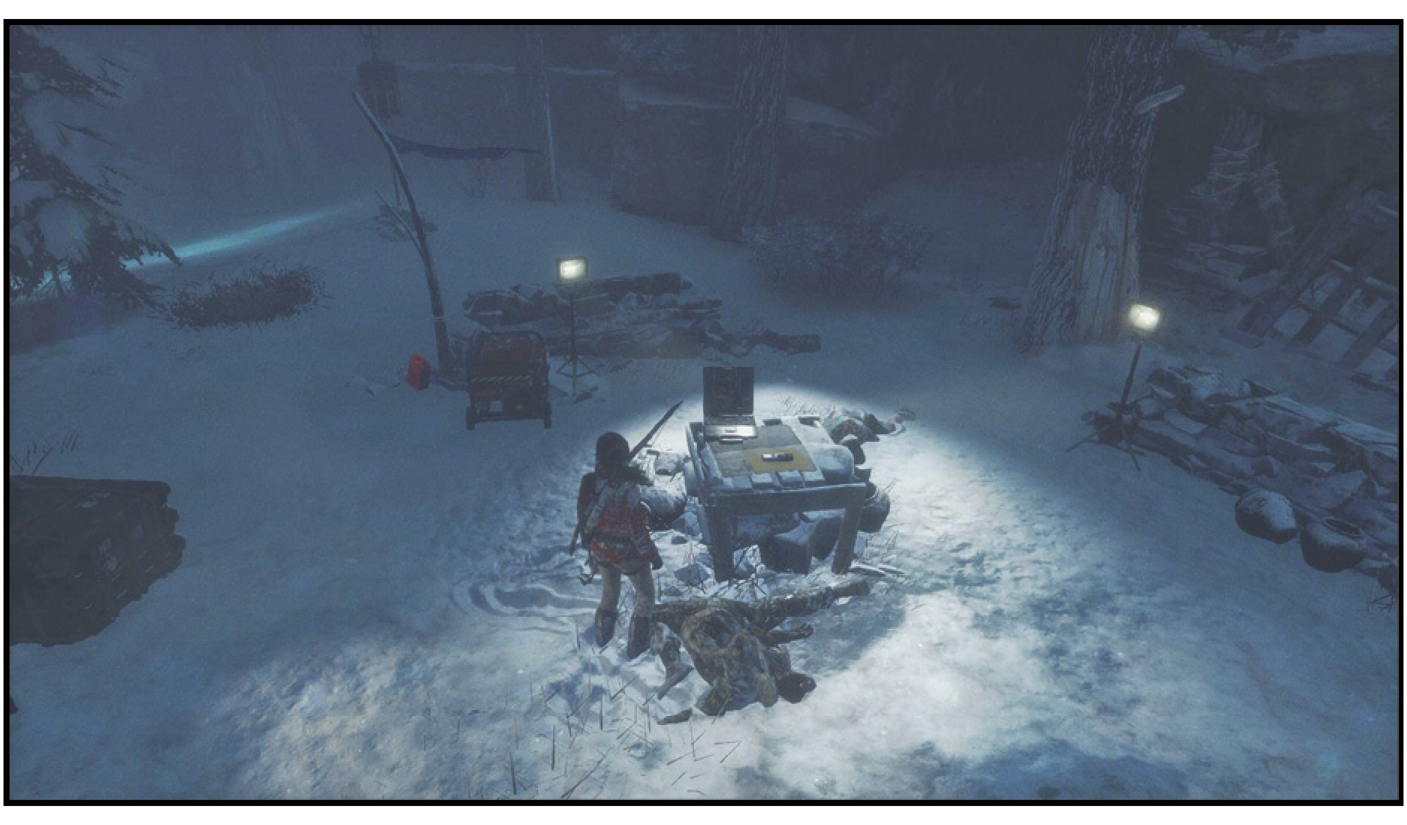
» To the west of that Cave is a tall ledge that is hard to reach; climb onto a tree branch and leap over to the ledge. When you're there, look for a Mongolian **Document** (Army of the Unwilling).

» North of the next objective is a **Survival Cache** hidden in the snow.

» Once you've gathered enough of the Mongolian Documents, you're able to decipher the Coin Cache locations using a **Monolith** that's west of the objective.

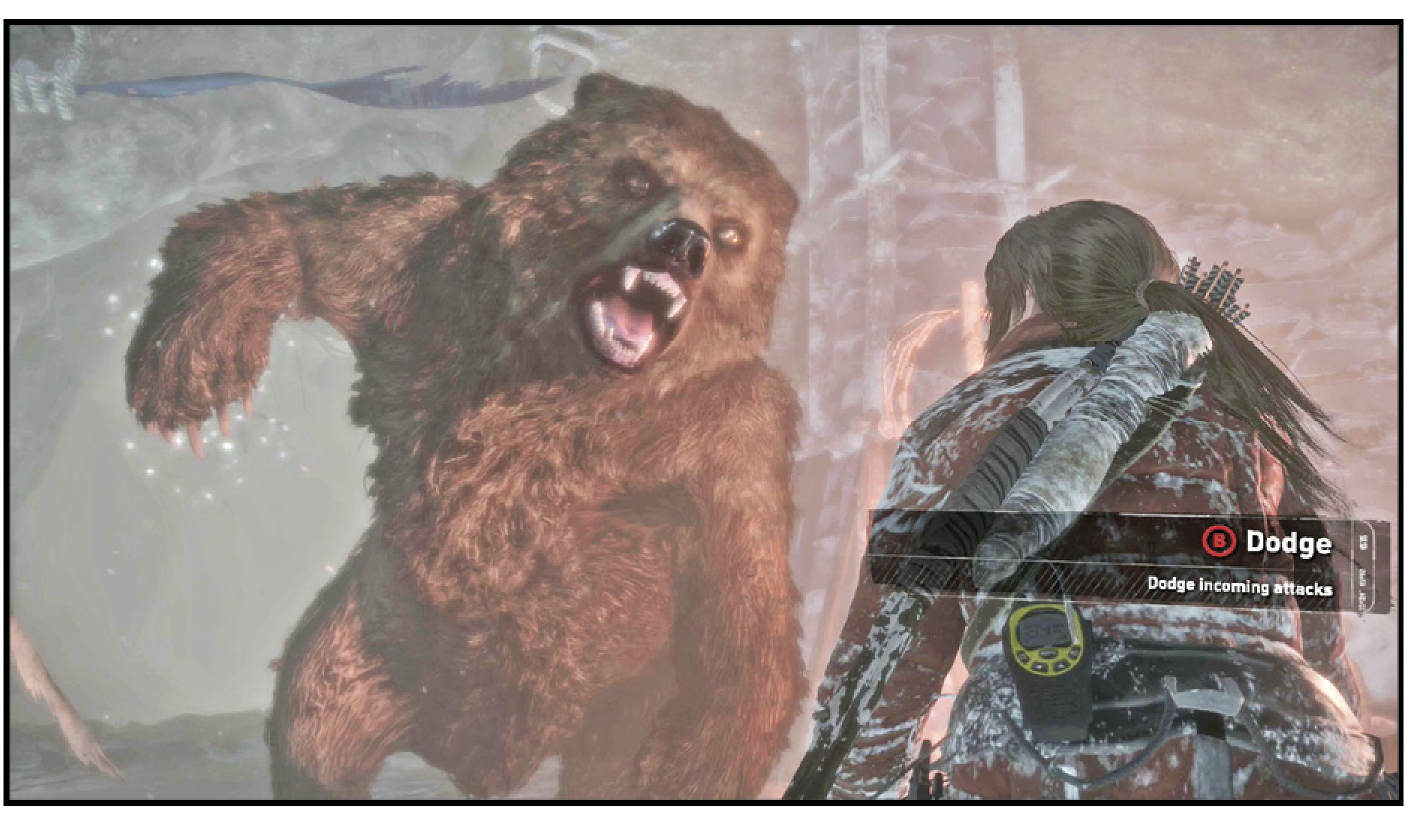
» With the **Coin Caches** revealed, mark each on your map and run to the areas to collect your rewards (one is southeast, another is tucked under the cliff behind Base Camp, and the last is in the northeastern part of the map).

After you've gathered to your heart's content, approach the marked objective on the eastern side of the map. Climb up a tree and jump from a branch over toward the objective's area, and then gather a Russian **Document** (it looks like a tap recorder) from a crate only a few feet away from the marker. This is available only after Blood in the Snow. Something is going on up here.



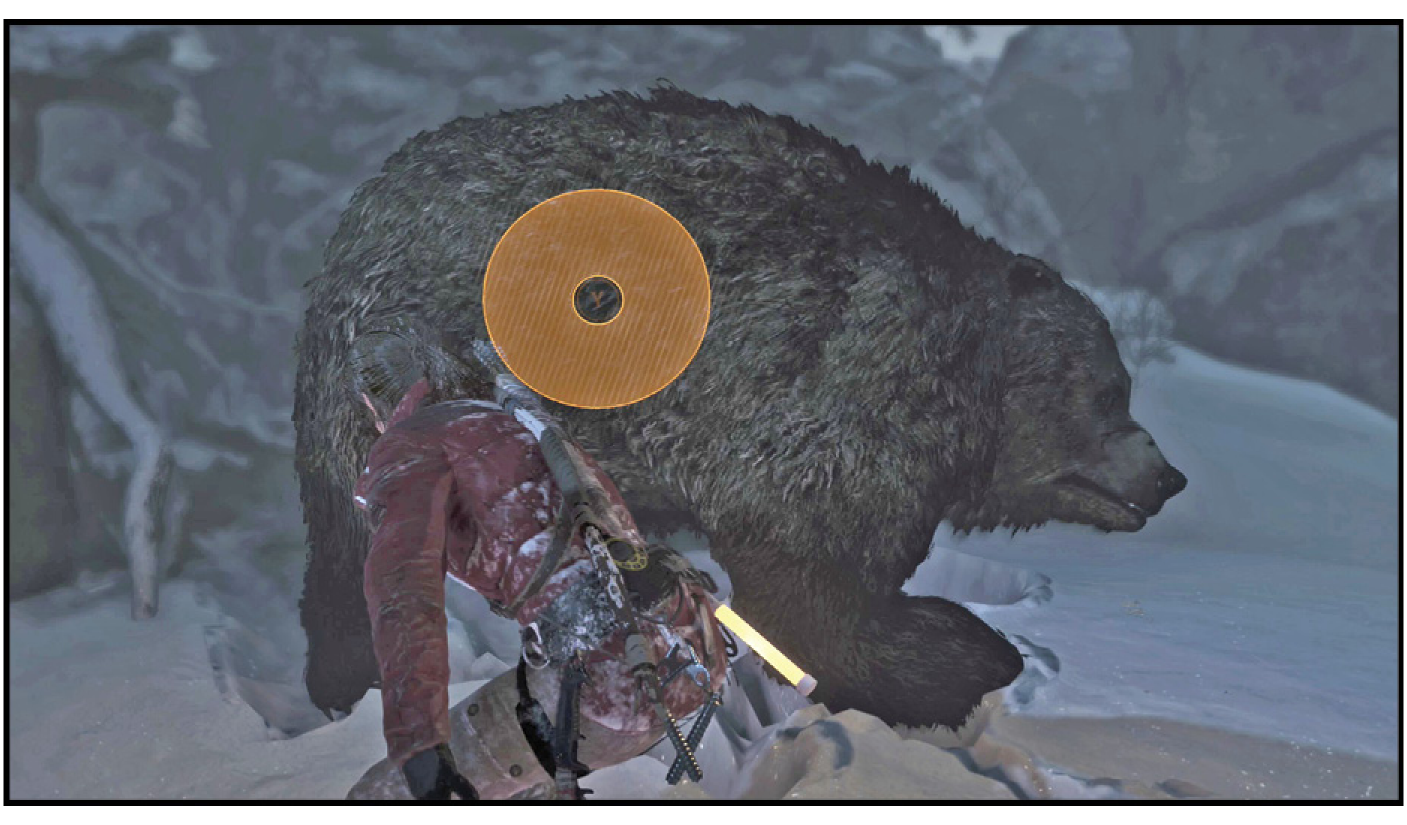
Go into the camp ahead and look around. You find a hissing radio that someone from Trinity left. You have to wonder why they didn't take it with them. And that's when everything takes a turn for the worse. Lara gets attacked, but not by Trinity. It's a humongous, freaking bear! They say that you're never supposed to run from bears, but let's make an exception this time. RUN!!!

Race away from the bear and don't waste even a second or else it'll catch up to you. The jumps and sprinting are actually pretty easy, but the quicktime events at the end of the chase are slightly more challenging because you have to get used to the correct buttons and timings.



The game gives you onscreen indicators for which buttons to use, so that's nice. Dodging and attacking the bear during these events have gentle timings. You only have to hit the button when directed. However, the final attack at the end of the chase has a precise window that you have to nail. This is indicated by a collapsing circle that appears higher on your screen. Don't hit the button early; it's very easy to mess that up, because of your impending devouring.

Stay as cool as you can and hit the button exactly when it gets into the inner circle. This is the only way to survive the encounter. Otherwise, you're bear chow.

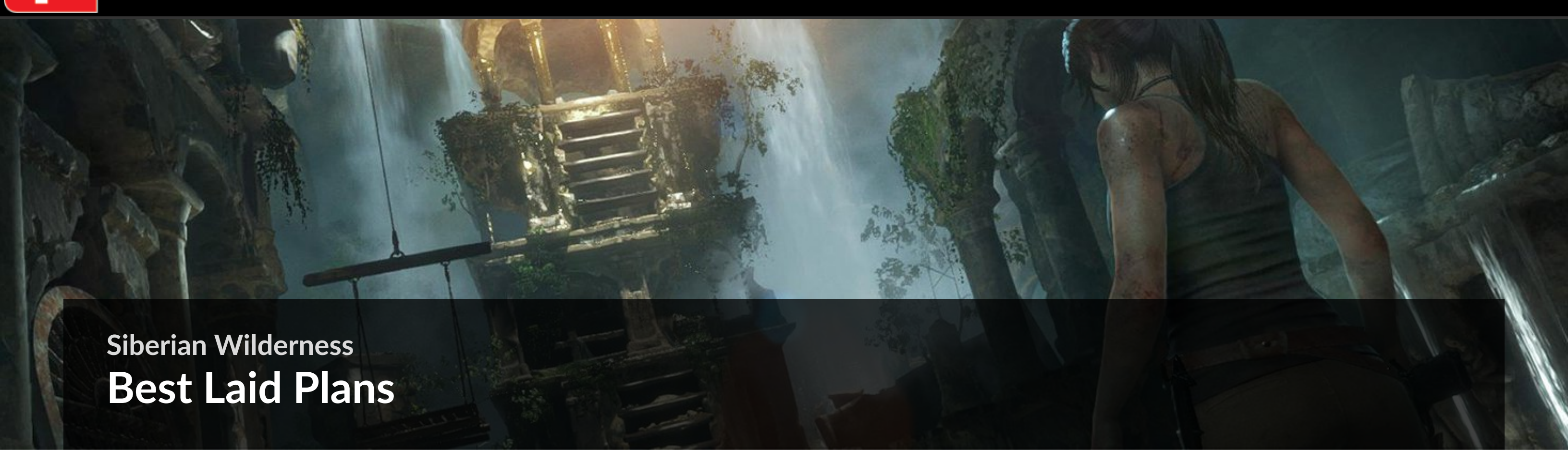


An event plays as you complete the encounter. It finishes as Lara wakes and has to take care of a few injuries.

GATHER RESOURCES AND HEAL INJURIES

Walk forward and gather some ingredients. They are all marked as objectives, and none of them are far away (a good thing for you). Gather them and use the left bumper to heal Lara so that she doesn't keel over from the beating she took.

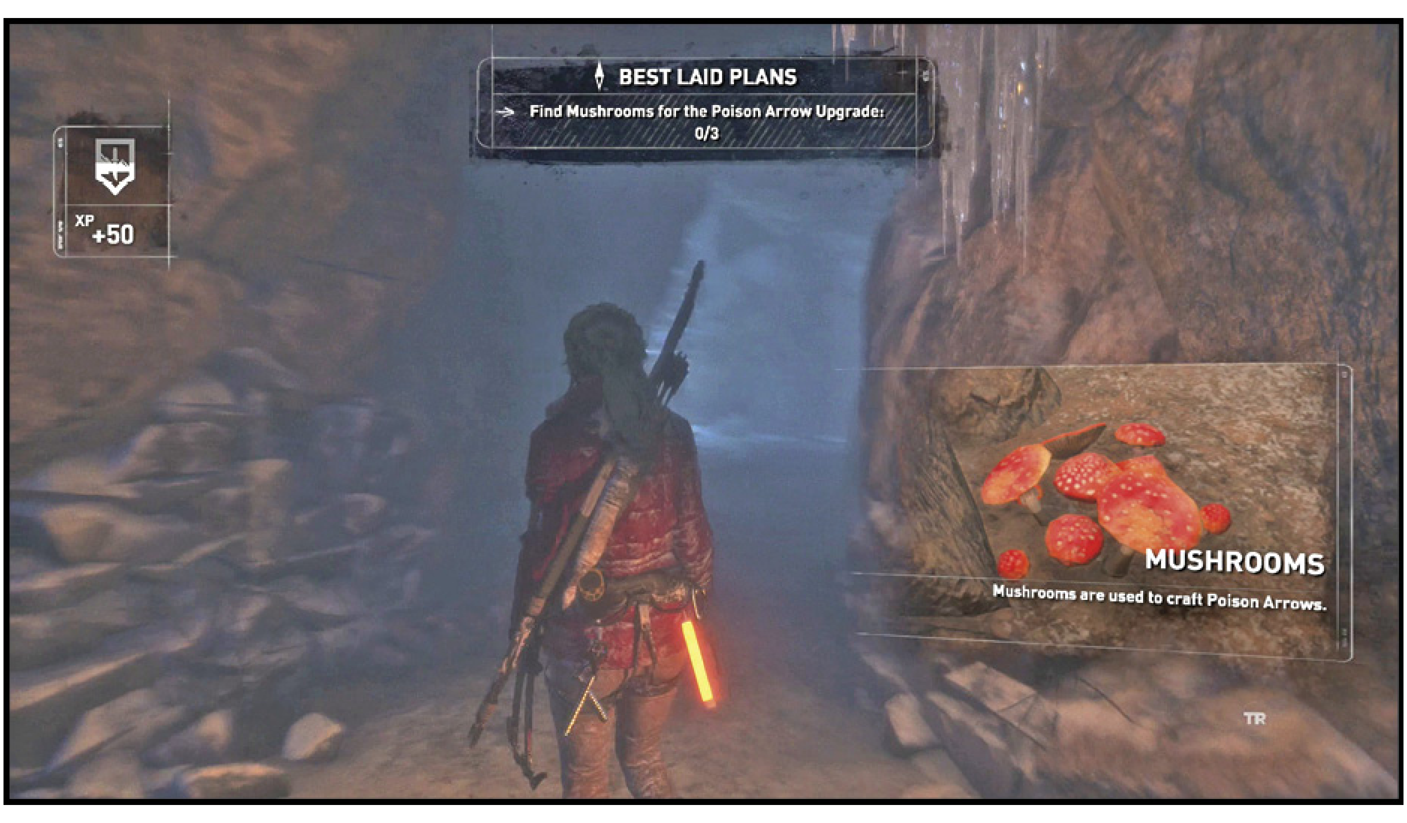
You also spot a few things while you're at the southern end of the map. That's not a way that you can proceed right now, so you need to come up with a plan. This isn't going to be simple.



Siberian Wilderness

Best Laid Plans

Lara's idea is to gather poisonous Mushrooms so that she can shoot the bear and kill, or at least disable, it. Climb the handholds at the north side of her current area, and search for Mushrooms as you make your way back to the central part of the region. There is an urn in the next room you reach. Jump up onto a ledge to get that, and then hack your way up an ice wall to proceed (on the west side of the room). Zip line back to ground level afterward, and you're back in areas that you have already explored.


BEST LAID PLANS
Find Mushrooms for the Poison Arrow Upgrade: 0/3
XP +50
MUSHROOMS
Mushrooms are used to craft Poison Arrows.
TR

Hunt around for plenty of Mushrooms. Some are even in a rotting tree back near Base Camp. More are in the northern cave. When you have enough, Lara says to return to Base Camp and make new Arrows. Do this! When you're in Base Camp, go to the inventory screen and select ammunition and then Poison Arrows.

This is also a good time to learn any new skills. You might also be able to upgrade your Bow if you've been scavenging really well. Lara goes to sleep after the crafting is finished. A scene plays, but you wake before morning. Trinity Soldiers are here, and they're close.

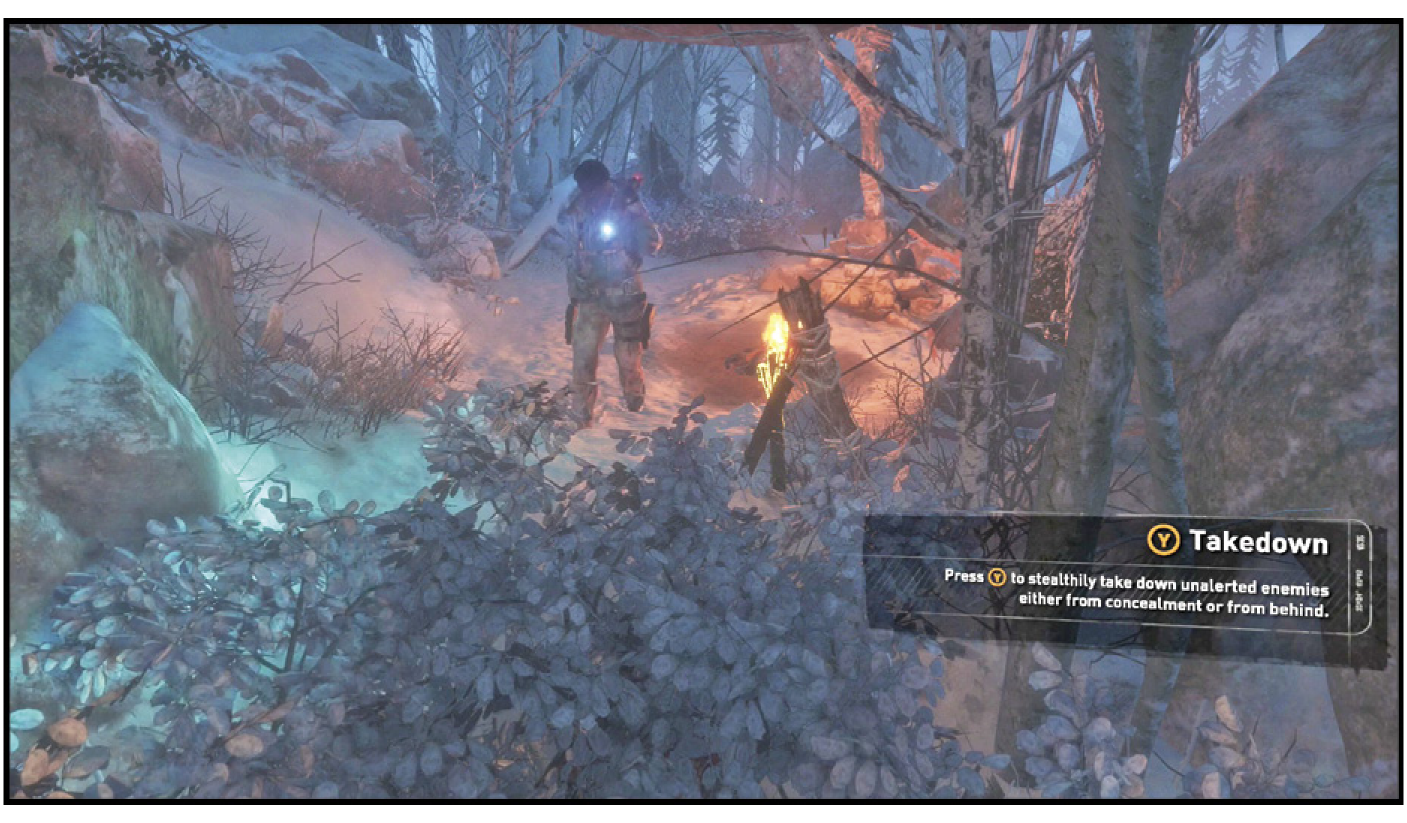
You regain control while Lara is hiding in a bush. Bushes count as concealment.

LYING IN WAIT

Enemies can't see Lara when she's concealed. Stay in bushes or under other types of cover to give yourself time to watch enemies and wait for them to be exposed. You can use instant Takedowns to eliminate enemies that are unaware of Lara (these are available if you're concealed, behind an unaware target, or are above them). Takedowns are fast and effective. You attack, disable the target, and can instantly strike again to finish them permanently.

On higher difficulty levels, Takedowns require more time and often start a minor quicktime event that you must complete to finish off the target. Watch for any buttons to light up so that you know what to press to kill your enemies.

Multiple Trinity Soldiers are around the area. Two are by your camp. Use stealthy Takedowns to silence them, and don't forget to search their bodies. There is a Challenge in this area to loot the bodies of three Trinity Soldiers, so you can easily accomplish that right now. The third target is down the hill just a little bit. You can even try a Death From Above attack against him if you wait until he's wandering under one of the many ledges or hills in the area.


Ⓨ Takedown
Press Ⓨ to stealthily take down unalerted enemies either from concealment or from behind.

HIGHER DIFFICULTY

Throughout most of this walkthrough, we assume that many players are going through the game on one of the earlier difficulty levels (most people do). However, we'd like to chime in periodically and give tips on Survivor mode, in case you're up for a very nasty challenge.

Survivor players should stock up on Herbs while they're in the forest. You need many of them because Lara doesn't heal on her own anymore. She constantly goes through Herbs and Cloth, so gather everything you can (all the time)!

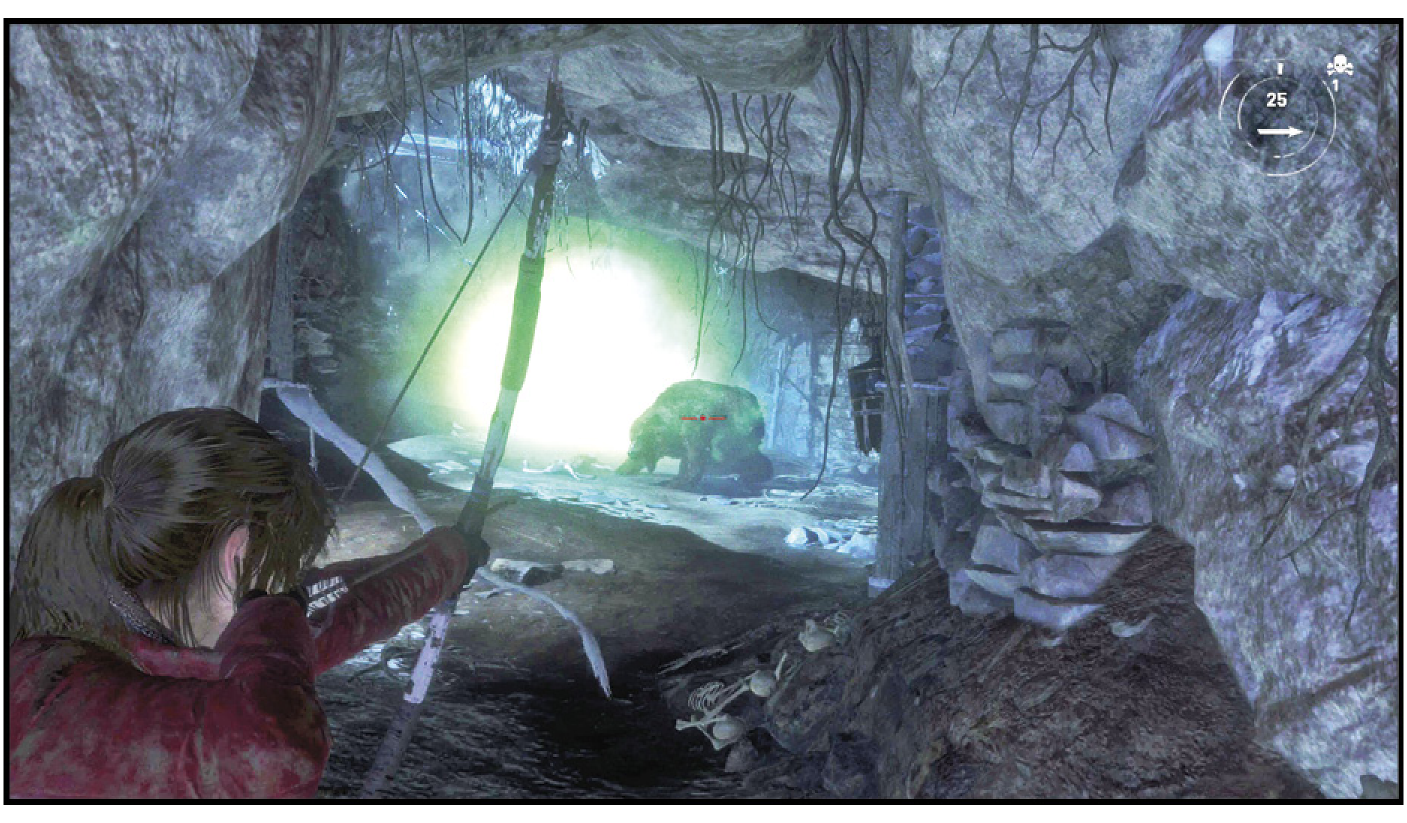
Also, the Soldiers aren't pushovers when you face them on Survivor difficulty. They hit harder, fight back during Takedowns, and can kill Lara in mere seconds if you get caught out in the open. Use long-range attacks, headshots, and Poison Arrows to keep the advantage against these substantially tougher foes.

The first rule of Survivor is to use stealth and ambushes as your bread and butter. Never fight fair. Never engage in drawn out, stand up battles. Hit and run if you need to by killing vulnerable targets, fleeing, and then returning later to eliminate anyone who remains.

Either avoid the remaining Soldiers on the way to the bear's cave, or fight them if you're interested in combat, gaining experience, or grabbing more crafting items from your victims. The cluster of Soldiers underneath the ledge in the east is the most troublesome. They are hard to avoid because you need to pass by them to get to your objective. Attack from long range, while concealed, to kill one or two of them before they know where you are. After that, flee and ambush any pursuers, and then return for the stragglers.

After taking out anyone in your way, return to the bear cave. When you're there, make sure to stop and get as many Poison Arrows crafted as you can (two for now), and then get the lay of the area outside the cave. That is where the majority of the fight is going to take place.

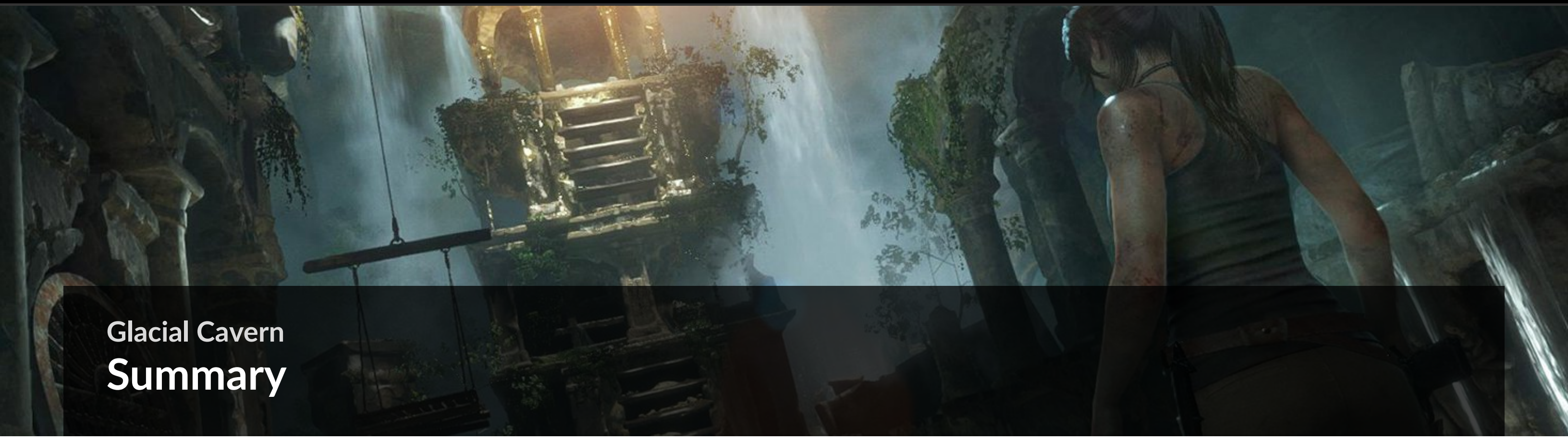
Sneak into the cave and use a Poison Arrow to slam the bear as hard as you can. It'll be disabled briefly, so use that time to launch regular Arrow after Arrow into the creature (preferably its head). Save your next Poison Arrow until the bear starts to shake off the first hit. Pound it again and use even more Arrows on it. If you have enough ingredients, you can even craft more Poison Arrows while the bear is stunned, allowing you to attack the beast safely until it dies.



If you run out of Poison Arrows, sprint out of the cave so that you have more room to dodge as the bear starts to charge. Back away and craft more Poison Arrows while avoiding the bear entirely. When you have a couple more Poison Arrows ready, turn to poison and attack the bear again. A crate of Cloth and a dead tree with Mushrooms are both present in the clearing where this battle often takes place. The passage down into the bear's den also has Mushrooms. If you run out of materials during the fight, see if there are any more nearby. It's not like you're going to melee the bear.

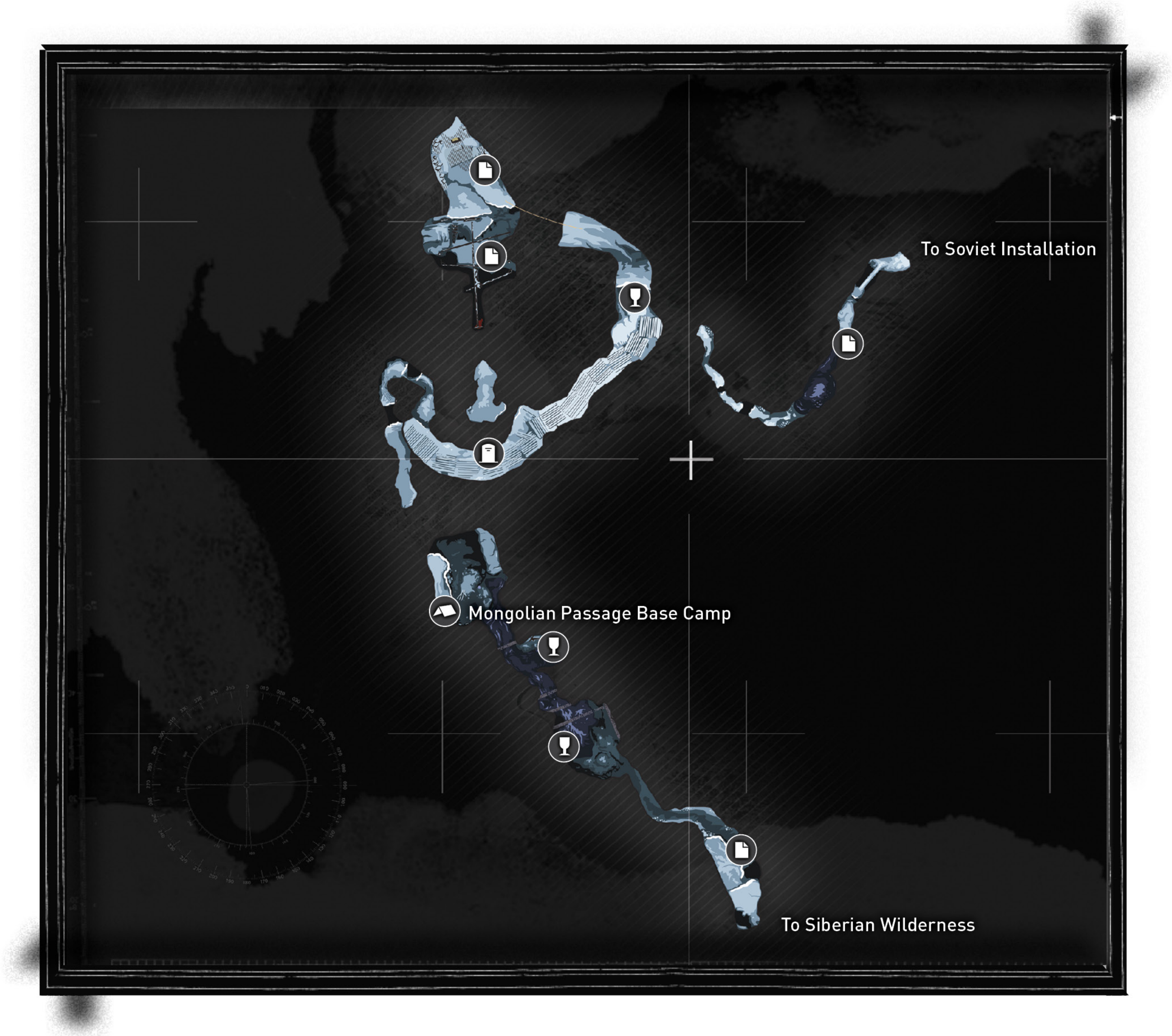
Done correctly, your hunt will succeed. The bear soon falls dead. Skin it for a Bear Hide.

Go into the cave and grab a few minor items from the lair. Then, break through the damaged wall at the rear of the cavern. This corridor takes you out of the Siberian Wilderness and into the Glacial Cavern.



Glacial Cavern

Summary


To Soviet Installation
Mongolian Passage Base Camp
To Siberian Wilderness

REGION SUMMARY

Tombs	1
Relics	3
Documents	4

MAIN OBJECTIVE

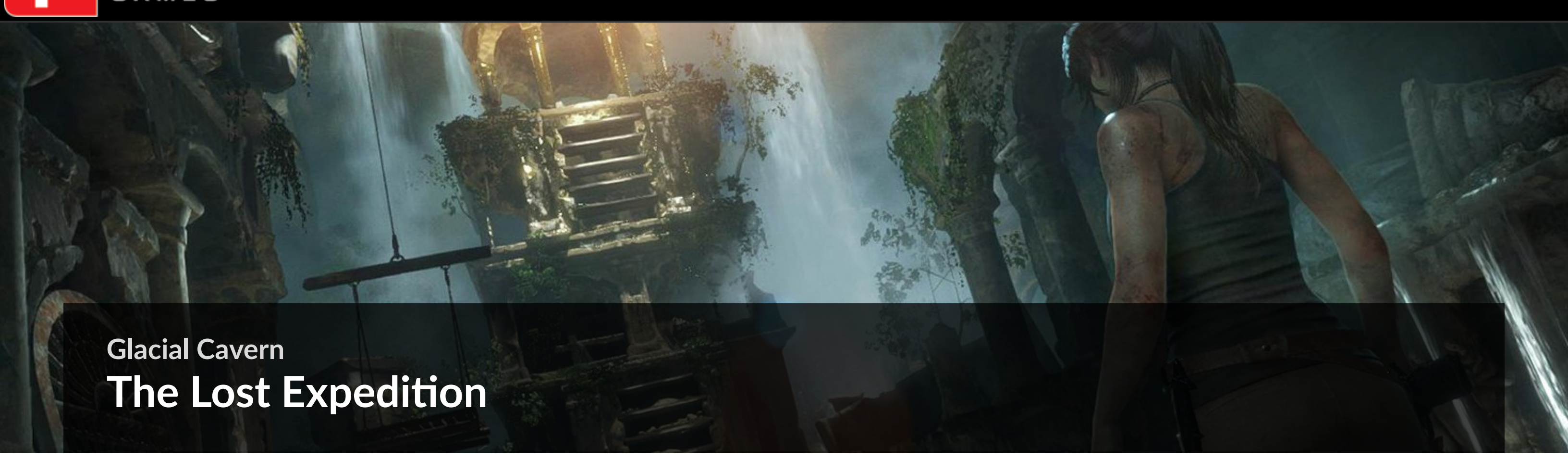
» Continue the Search for the Lost City of Kitezh

CHALLENGES

» None

ENEMIES AND PREY

» None

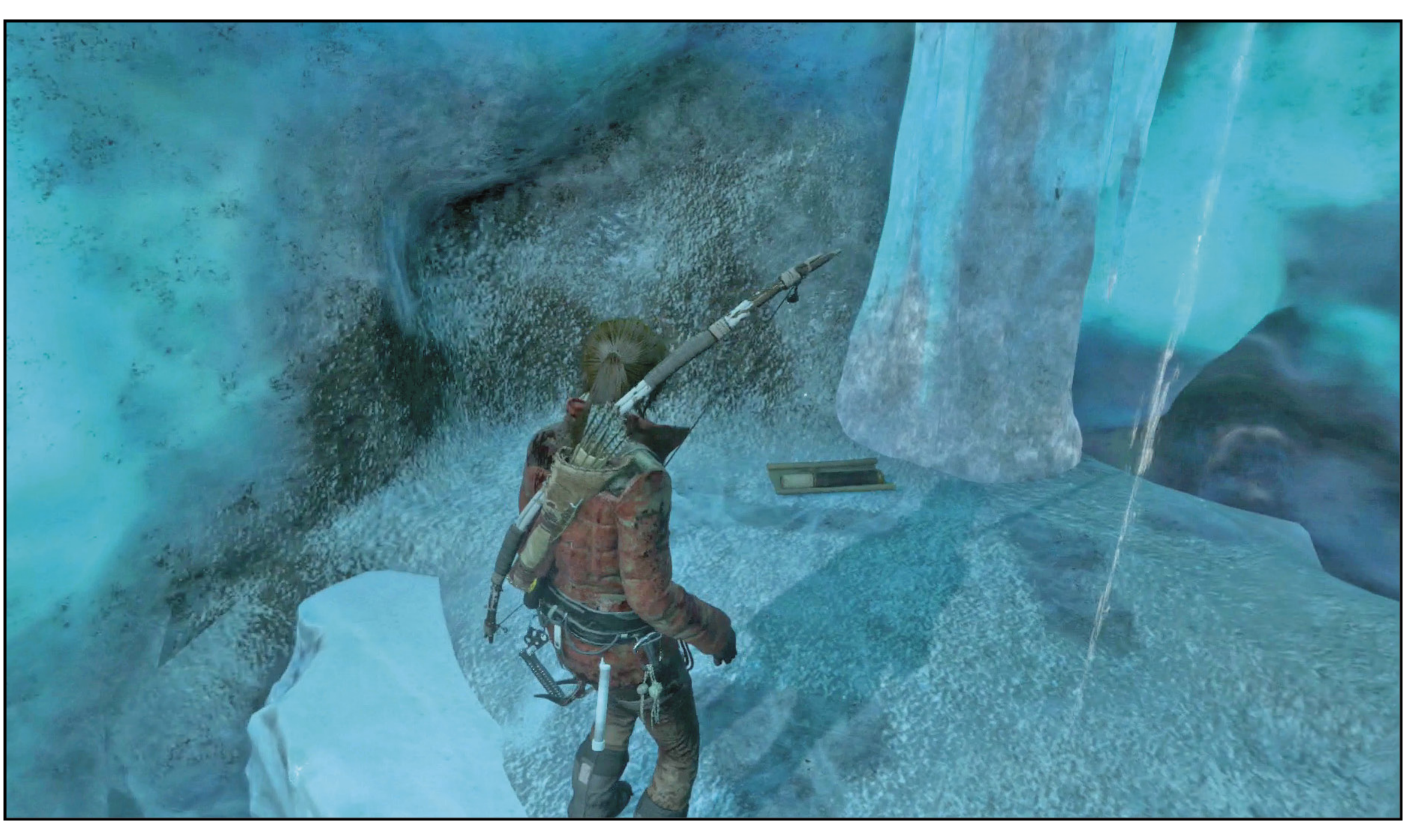


Glacial Cavern

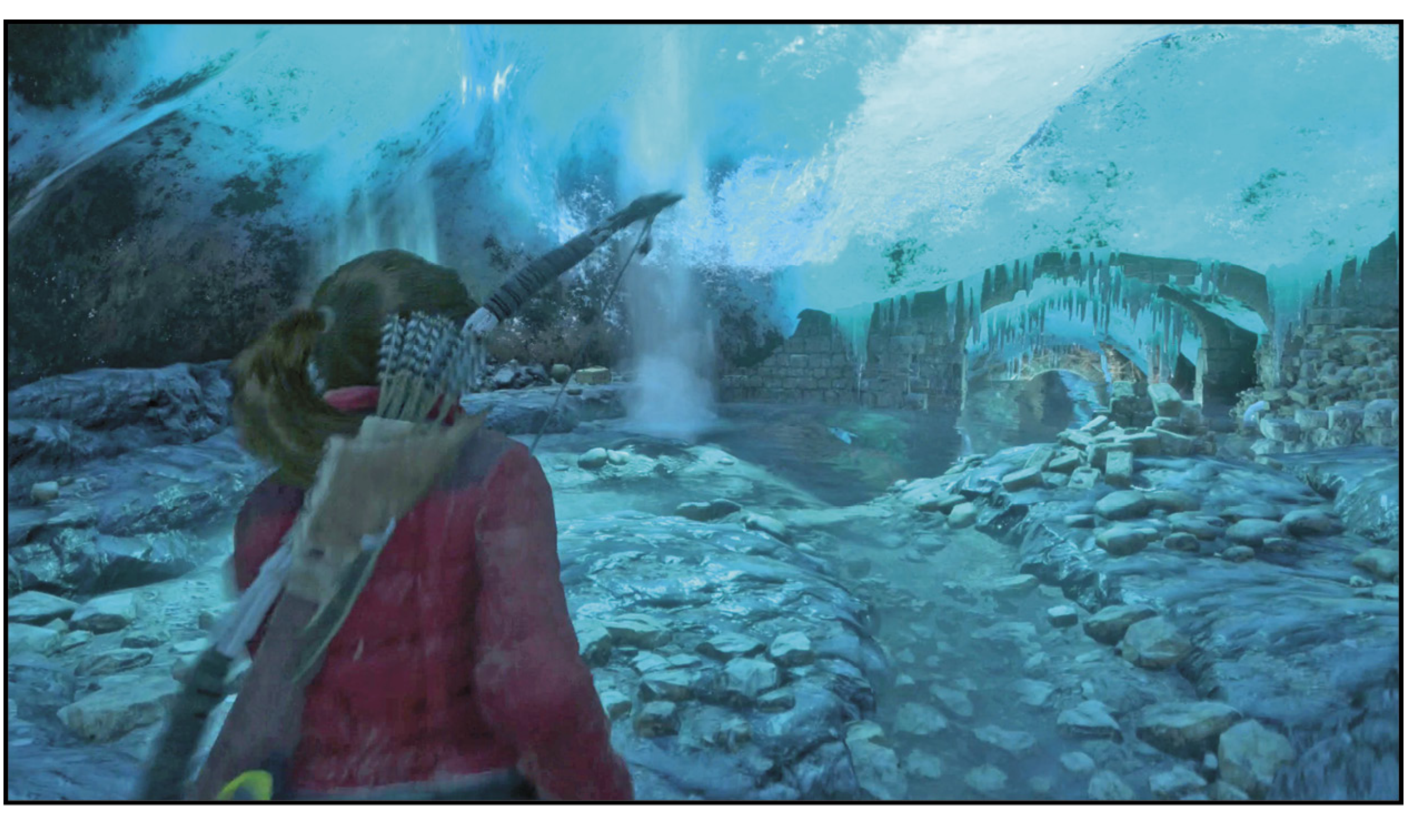
The Lost Expedition

FOLLOW THE MONGOLIAN PATH AND SEARCH FORSIGNS OF THE LOST CITY

There is a nasty-looking drop ahead of Lara. Instead of jumping down like a crazy woman, leap across the gap and try to grab hold of the icy wall ahead using your axes. And that goes…not entirely well. But you get to the bottom without dying, so that's some good news.

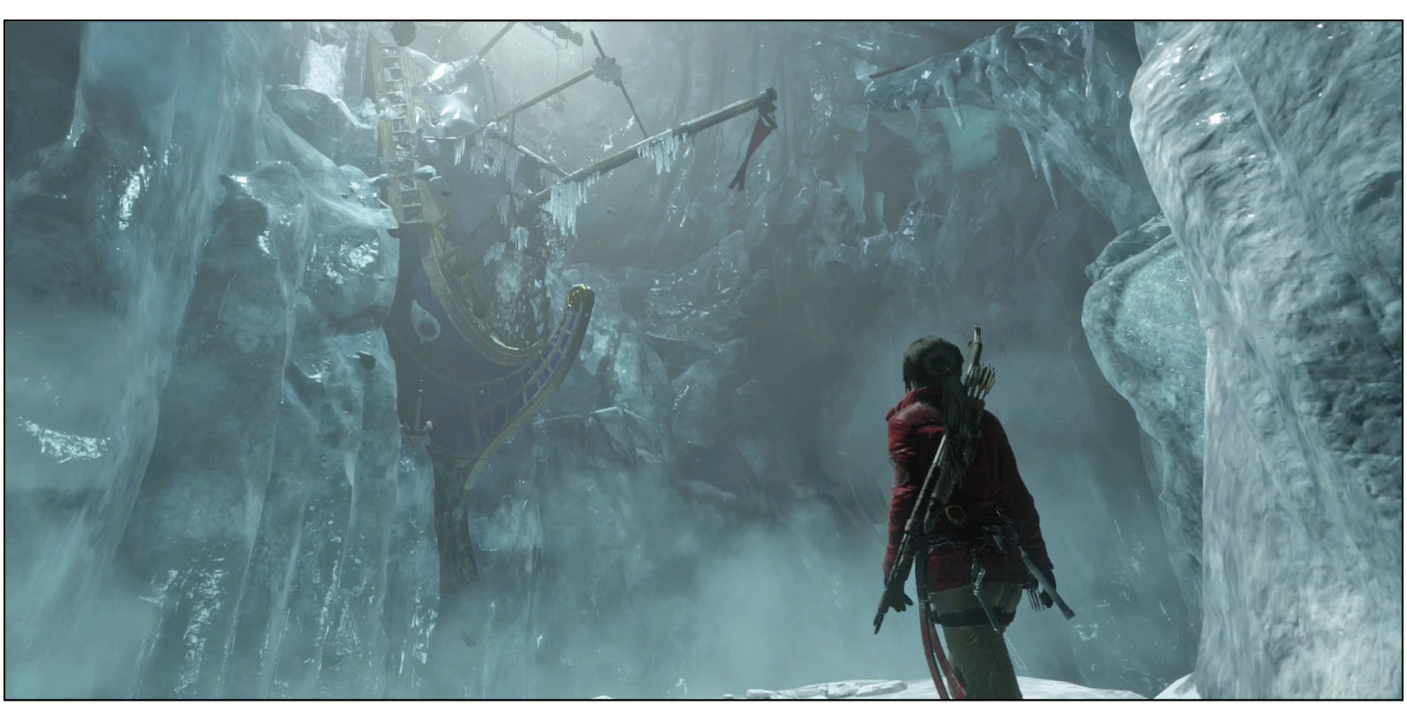


When you hit the bottom, turn around and climb up an ice wall. Search the top for a **Document** (Shores of Svetloyar). From there, you can jump to another wall and climb all the way back to the top. If you have to return to the Siberian Wilderness any time in the near future, that's the way to get up there. That said, you might have a faster way back quite soon

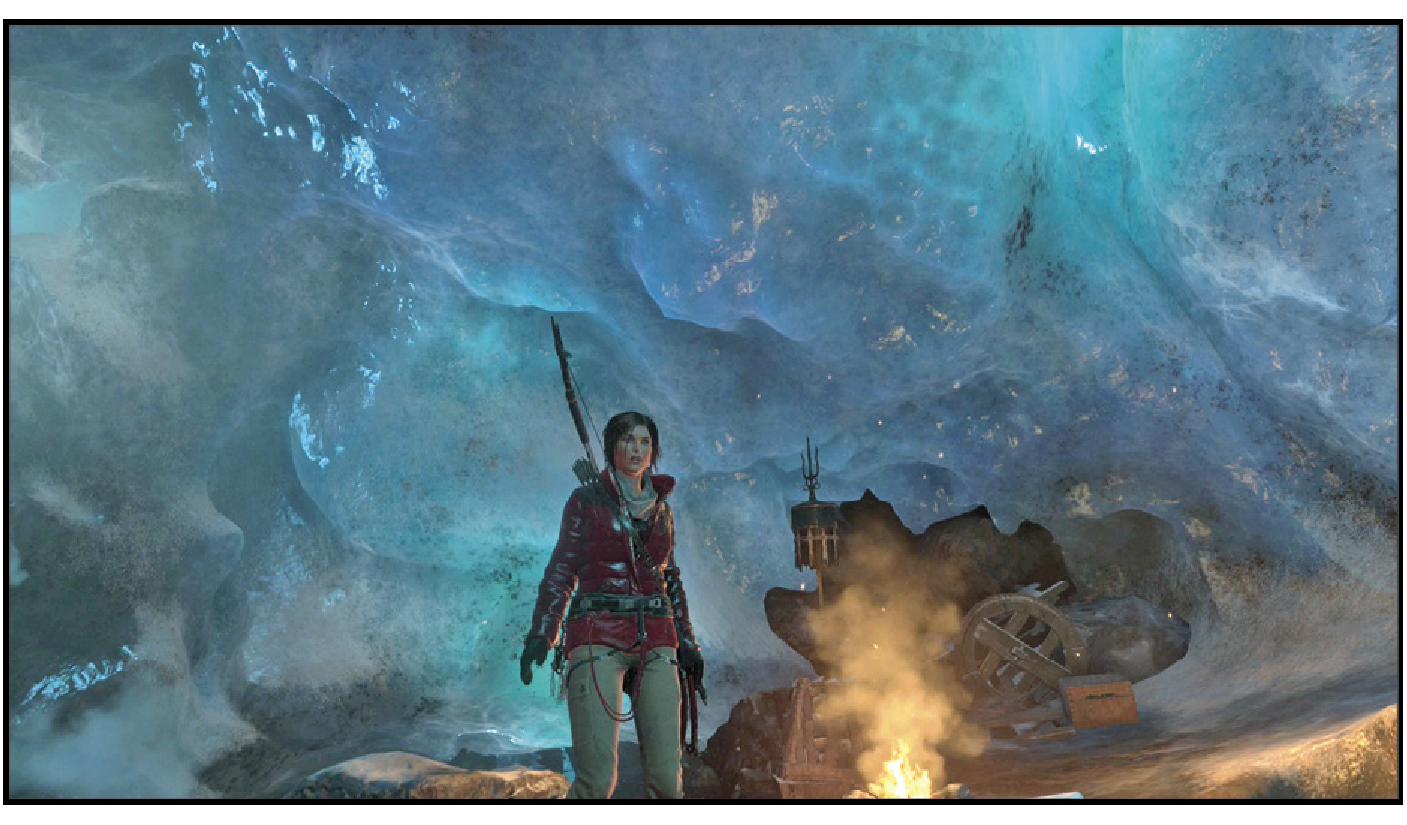


Stay at the bottom of the cavern and forge ahead. The path is narrow and doesn't have any branches for now. You quickly arrive in a room with a **Relic** on the left side. Collect that (Bone Arrowhead) and move on.

Brace yourself and then dive into the brisk water at the end of the cave. Dive under the old archway and swim quickly through the submerged area. The way out of here is directly ahead, but a split to the right takes you toward hidden treasure. Swim under there and surface as soon as you can. In that recess, you find a **Relic** (Paiza).



The central route through the water spits you out into another large cavern. A Base Camp is there. Restore your supply of Arrows, buy any new skills that you'd like, upgrade equipment, and Fast Travel back to the Siberian Wilderness if you have anything to do there. You can now jump between these two camps whenever you're resting.

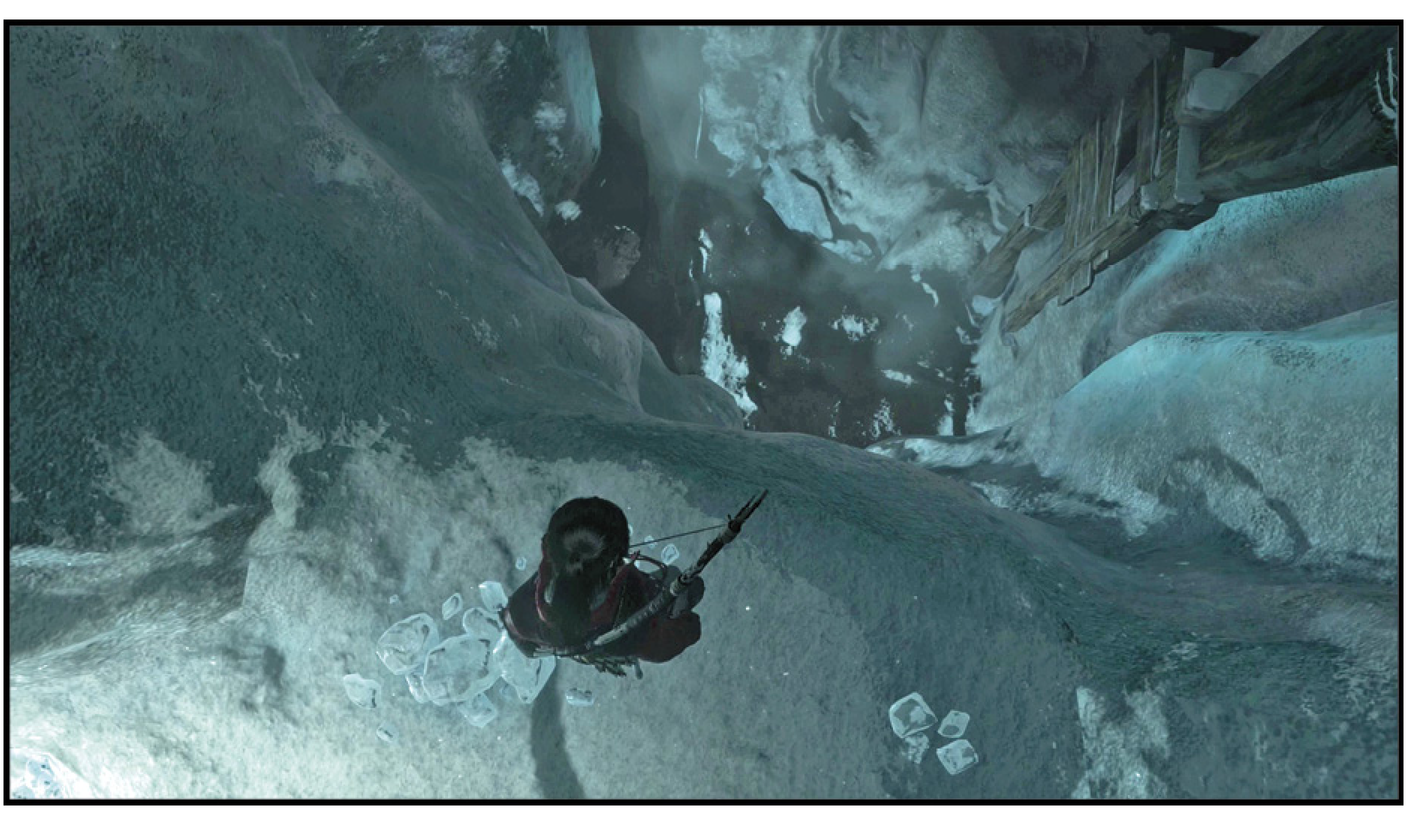


NO FREE WOOD HERE

On higher difficulty modes, you need to spend your own Wood to start the fires at some Base Camps. This one is such a camp. Make sure that you can spare a few pieces of Hardwood each time, because these sites are extremely useful if you need to come back here in the future.

The room around the Base Camp has a couple of containers with minor items. Get those at your leisure, and rest at the camp. Don't worry about the Tomb that is mentioned as you go through this room. It's not hidden here; you find it in the northern part of the Glacial Cavern, and that's coming up in a moment.

Climb the ledge on the left side of this room and jump to the small hallway through the ice ahead of Lara. Walk through there into an immense vault of ice. Take a narrow ledge through that room, jump over a gap, and climb to safety.



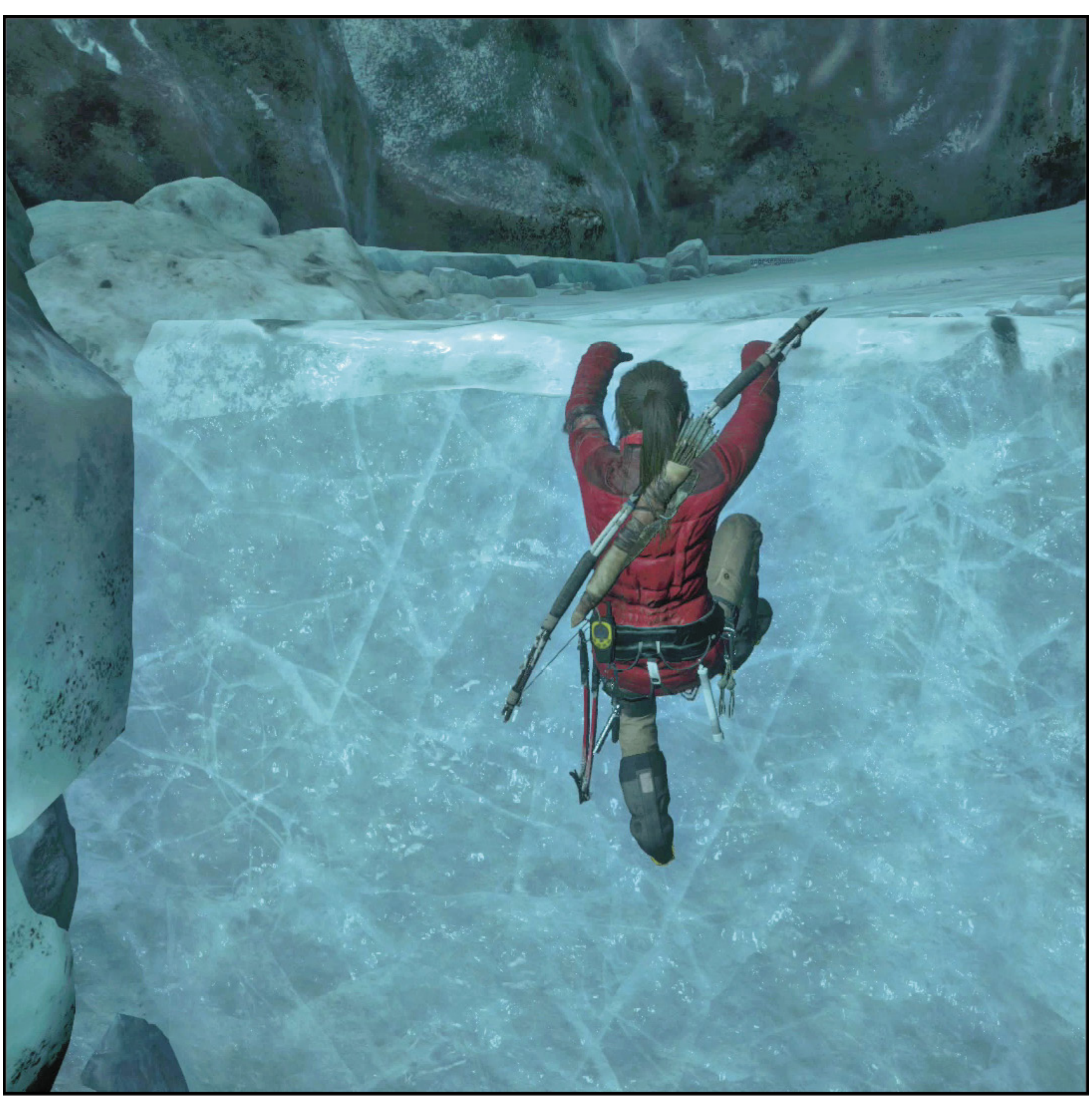
Proceed around the southern edge of this room. When you get about halfway along the ledge, you have a choice. The objective is easy to reach if you keep going forward. However, this is where you can get into the Tomb for this map. We suggest that you take on the Tomb! We fully explain how to beat the puzzles there in our Collecting Treasures chapter on page 162.

THE POWER OF TOMBS

Hidden Tombs have many treasures, special rewards that you can't get anywhere else in the game, and they're filled with fun puzzles as well. Don't miss these opportunities unless you're really trying to race through the story.

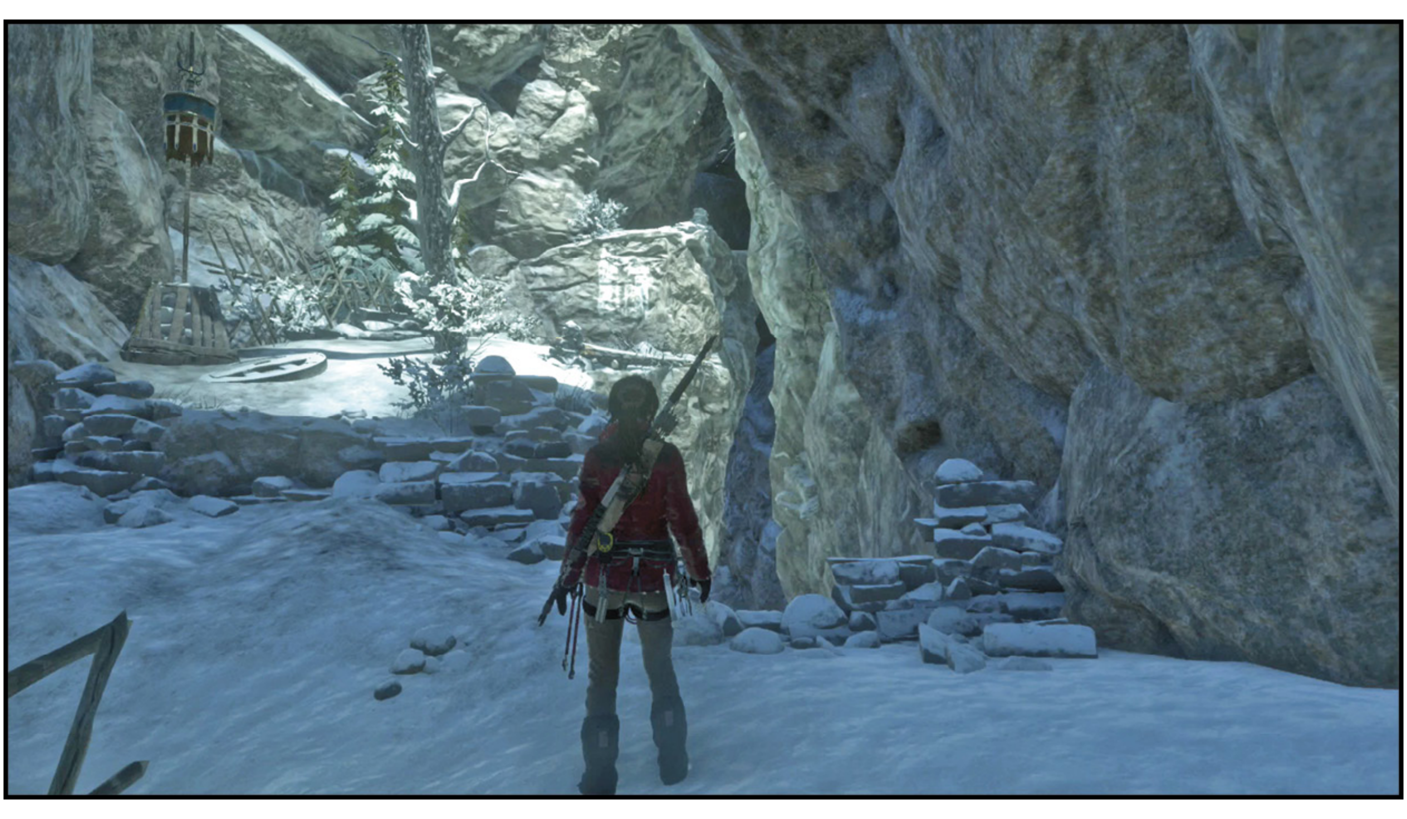
If you're skipping the Tomb, use the ledge to travel east toward the next objective. Players who completed the Tomb use a zip line that leads onto an ice slide, farther north. Ride that to the bottom where you find a chest with a **Relic** (Wooden Cross). People who skipped the Tomb can get this by taking the main ledge a little bit past the objective.

Now that you're past the Tomb, take the route on the eastern side of the map to leave the area. Jump over a large gap and grab hold of the ice wall there.

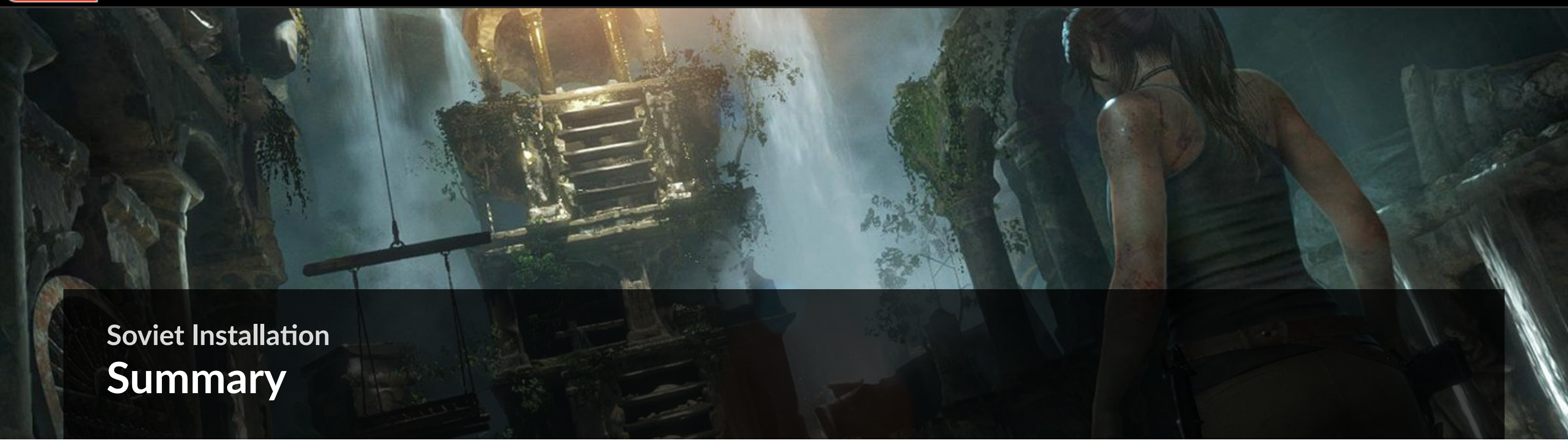


The rest of this map is easier. You still have to make a few long jumps, but you aren't under much pressure right now. Take the corridor out and look for a few lose **Coins** on the way, on the right side of the third ledge.

Swim through an underwater portion of the passage as quickly as you can, because Lara can't hold her breath that long when she's in ice-cold water. Rush through and stay to the right to cut down on your travel time. Emerge from there and then get the final **Document** in this area. It's on the right side of the room after you get out of the water.

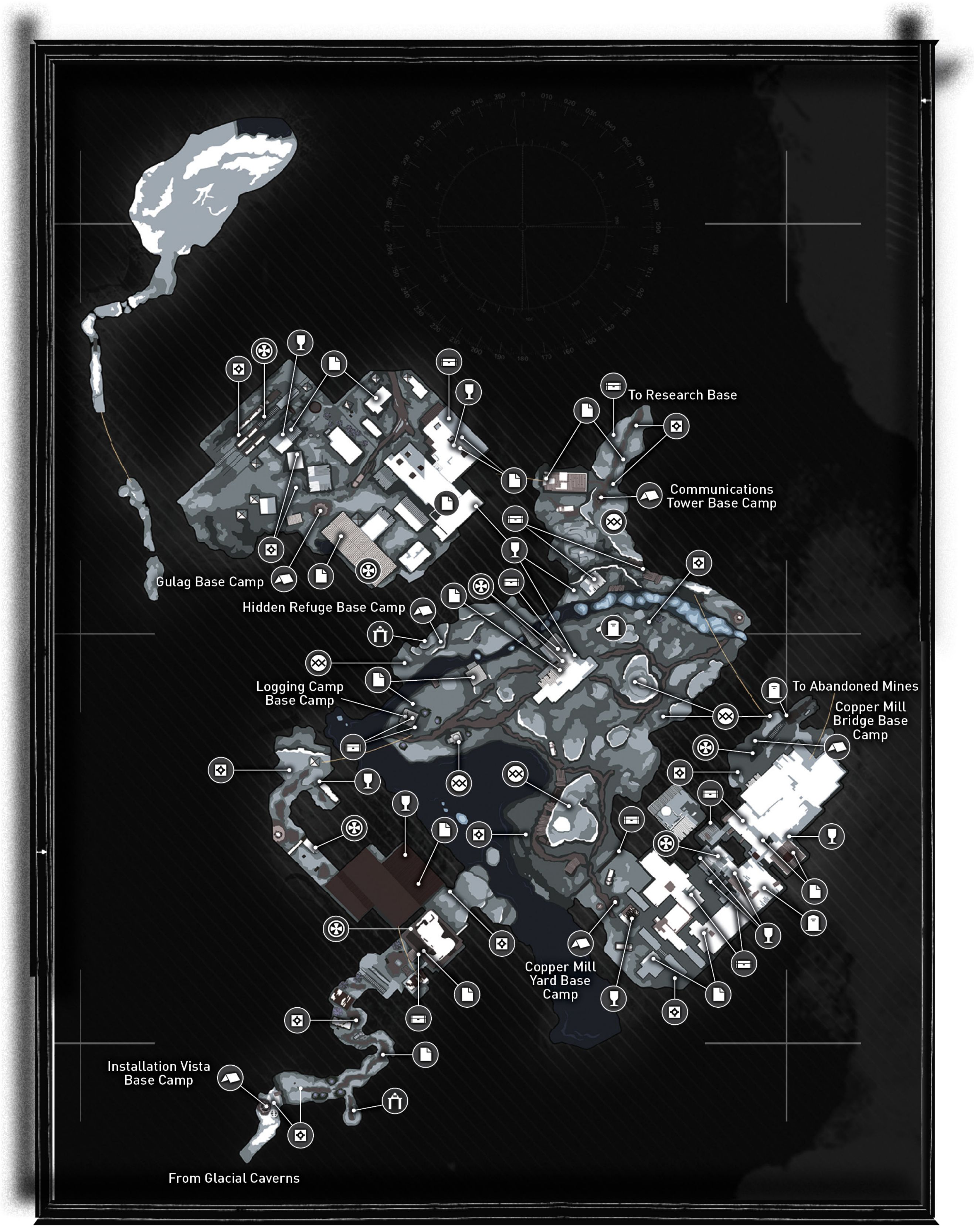


Follow the cavern all the way out. You're soon going to be back out on the mountain, for better and for worse.



Soviet Installation

Summary



To Research Base
Communications Tower Base Camp
Gulag Base Camp
Hidden Refuge Base Camp
Logging Camp Base Camp
To Abandoned Mines
Copper Mill Bridge Base Camp
Copper Mill Yard Base Camp
Installation Vista Base Camp
From Glacial Caverns

REGION SUMMARY

Tombs	3
Missions (1 currently)	5
Challenges	4
Strongboxes	14
Crypt Treasures	2
Relics	18
Documents	26
murals	12
Survival Caches	21
Coin Caches	9

MAIN OBJECTIVE

» Continue the Search for the Lost City of Kitezh

CHALLENGES

» Into Darkness (Explore 5 Caves in the Area)

» Difference of Opinion (Burn 7 Posters)

» Data Corruption (Destroy 10 Red Laptops)

» Capture the Flag (Cut Down 7 Soviet Flags)

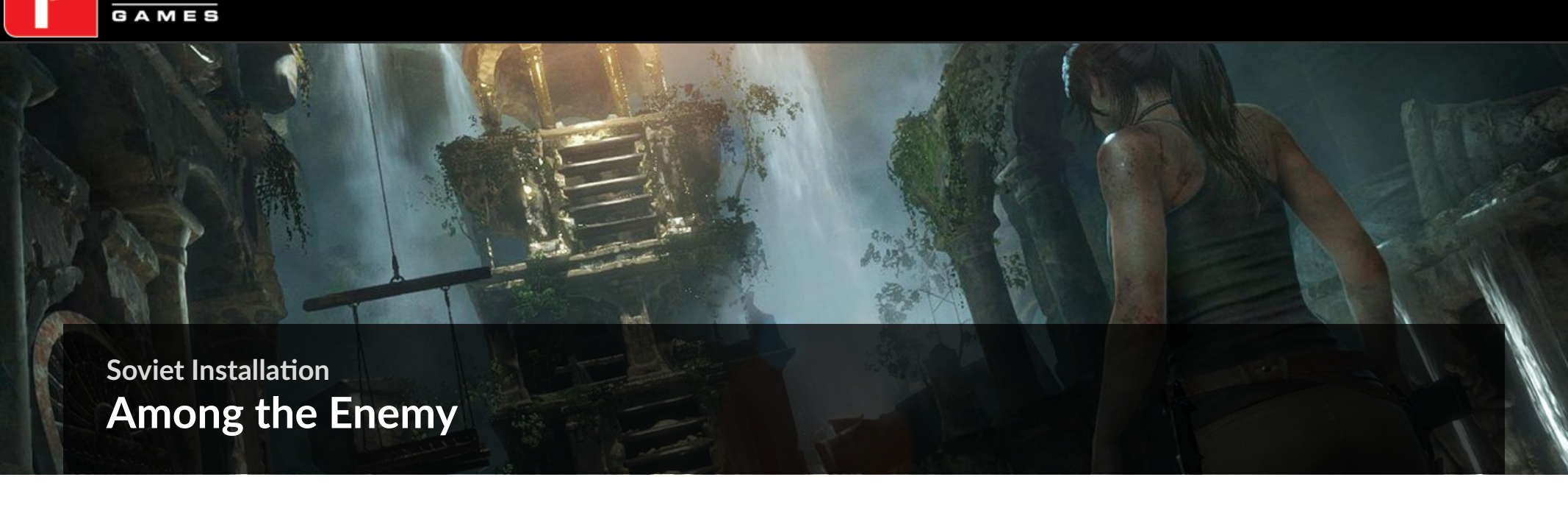
ENEMIES AND PREY

» Trinity Soldiers

» Enforcer

» Defender

» Wolves



Soviet Installation

Among the Enemy

SNEAK INTO THE OLDSOVIET BASE

An old Soviet facility is here, in the alpine forests of Siberia. There are Trinity Soldiers all over the area, but that can't stop you from moving forward. You can't afford to stop.

Anyone who even glances at the map for this region is going to realize that there is a lot to do here. There are way more collectible items and side tasks than you've seen previously. Relax and take your time going through Soviet Installation; you get so many rewards for being thorough here that it's more than worth your time. This is the largest and most involved area in the game, and it's easy to invest hours into it.

A Base Camp is only a few steps along the path. Stop there and do anything that you want. Search the snow on the right side of the platform for a **Survival Cache**.

To proceed, take a zip line from the cliff's edge down into the valley. A tall tree and a set of handholds let you climb back up the cliff if you want to reach Base Camp again in the future. Knowing that, you can set off with some confidence.

AMONG THE ENEMY
Sneak into the old Soviet base

GOOD SPOT FOR HUNTING

and Foraging

There are birds, hare, and plenty of trees around here. You can pick up quite a few items if you take the time to hunt and forage.

AND FORAGING

There are birds, hare, and plenty of trees around here. You can pick up quite a few items if you take the time to hunt and forage.

Follow the only path down toward the facility. Trinity Soldiers guard the way, but they're spooked. They've taken casualties, and you can ambush them using distraction techniques, stealthy Takedowns, or your Arrows. Be sure to loot all bodies from your victims, and stay alert.

Two Soldiers are talking in an area not too far down the way. You can easily throw a Bottle as a distraction, and then snipe one guard without them knowing that you're there. Rush out to use melee attacks and down the second Soldier without firing another shot. When they're down, search their area for Mushrooms, Hardwood, and a **Survival Cache** (on the right side). There are also a couple of Salvage crates around the yard. Break them open as you head through.

Jump into the base entrance on the far side of the yard, and then sneak up on the Soldiers that are ahead of you. They won't have heard any fighting from the path, so this is another chance to stay quiet and get things done however you want.

A brutal way to get inside is to slip into the bushes for concealment. From there, you can shoot the closer Soldier with your Bow when no one is looking. Make it a headshot and it won't immediately alert anyone in the yard. If you're a keen shot, take out the Soldier on the balcony above the area next. No one is close enough to hear him die either, and he's a pain to kill when you don't have as much time to aim.

Try this again for the next pair of guards. They're close together, so even a silent kill might not be enough, but a fast second shot can bring down the alerted Soldier before he calls for help.

After that, clear out the rest of the group. If you're a great shot, this is an incredibly effective way to clear the area.

XP
+21
HEADSHOT
10

You can also use the many discarded bottles and lanterns around the yard to distract enemies. Get them looking over toward the right and then attack them from behind. If enemies spot you, retreat toward better cover and take the targets carefully, one at a time as you leave cover, attack, and then retreat (healing as needed).

The nice thing about clearing the yard is that you can freely loot everything that isn't nailed down. There are supplies on the right, and the men are carrying additional Salvage.

Go inside the building ahead and keep your weapons ready. There are even more Soldiers that are likely to spot you when you leave the hallway and get into the first room.

BACKING UP

If you're worried about your position when an enemy spots you, feel free to back away and go around a corner or two. This forces enemies to give up their defensive positions and come after Lara directly. You get more time to prepare yourself, aim any ranged weapons, and go for the kill.

Clear this building and then loot the **Document** and **Strongbox** inside. They are upstairs, on the far side of the chamber. View the **Mural** at the top of the staircase as well.

Take the walkway from the balcony toward a ladder that's only a short sprint away. Climb that and go around the building using the catwalks. One of the sections breaks when you try to get over to it, but Lara can catch herself if you're quick with your reflexes. Jump from there to the left and pull yourself to the top of this upper floor.

You find a zip line that gets you into the next section of the base. Take it down to the second building. You wind up in a damaged basement with rats and some minor Salvage. Grab a discarded lantern and throw it into the blocked exit so that you can burn it open. Escape through there and grab a Pistol from a dead man in the next room.

Sneak over toward a window on the left and look for a couple of Soldiers who are interrogating a prisoner. Shoot them with your new weapon to try it out. Luckily, it works. Bullets can break through glass and still hit their target.

BOOM! HEADSHOT

As always, headshots get you fast kills with less waste of ammunition, so make sure to at least get the first target with a well-aimed shot to the head. You have plenty of time to line up the attack, so it's not hard to succeed.

Search this room for a Russian **Document** (The Iron Road). Take that, and look for a yellow canister. You need an Oil Flask to mess with this, but it's worth noting for later.

Finish searching and jump through the broken window into the Soldiers' room. Loot the slain men and talk to their prisoner. Look at the two doors in here. The one on the right requires a Lock Pick. You have to come back later for that, and there isn't anything important inside there anyway.

The door on the left takes you into a storage room. Get more ammunition there, and then climb through the small window above Lara to get into a warehouse. A scene follows. When it ends, you're inside the warehouse with several guards patrolling nearby. Get ready to fight them.

Stay behind cover while deciding on your plan of attack against the guards. It's best to clear one side of the room first so that you don't get flanked by multiple attackers. The guard closest to you, on the left, is the best initial target. Kill him with a Takedown when he's walking away from you. Or, use a Bow attack and make sure that you get a headshot to keep things quiet.

For your next trick, eliminate the Soldier on the catwalk. Use Survival Instincts if you don't see him. That guy can hit you even if you're behind cover (because he's above you). That makes him a priority target.

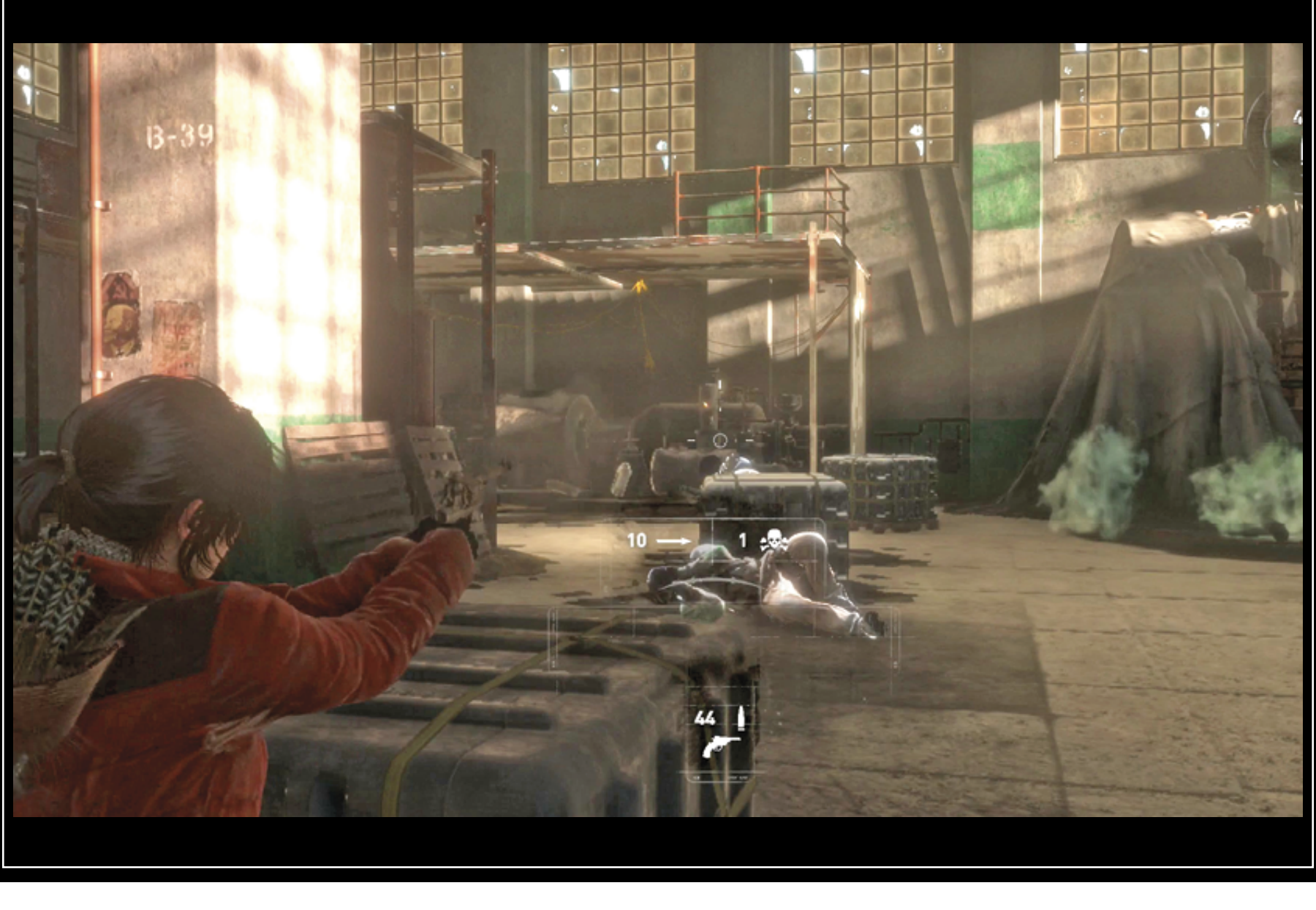
Use your Bow to start the real battle against everyone else. If you throw a Bottle toward the other end of the warehouse before initiating your attack, you might even get a couple of kills before being discovered!

WHEN THINGS GET TOUGH

Even on Survivor difficulty, it's not that hard to beat really small encounters. If you get the drop on your targets, they'll die almost as easily as they would when you're on the easier modes. However, you can't usually get that much of an advantage against a group this big. The first three kills are going to be free, if you don't miss or make mistakes, but that's probably as much as you get without the enemies trying to return the favor.

In this fight, you've at least evened the odds if the nearby Soldier and the catwalk patroller are dead by the time you're spotted. Stay under cover and take pot shots at the remaining enemies. Don't conserve ammo. You get more in a second. Fire quickly to wound, and thus stun enemies, and then finish them before they recover. Only go for headshots when you're very confident that you won't get shot while aiming! It's not worth taking a hit on Survivor difficulty.

Switch between areas of cover if anyone tosses a grenade in your direction. Never stand and "take it." Always scramble toward the next viable piece of cover, and keep that between Lara and her opponents!



There is a box of ammunition by one of the corners. Get that once you've defeated the group of Soldiers, and search the bodies as well. An injured man is on the floor, and you can give him a mercy killing if you wish. If you still need more ammo, look on the upper walkways for two more boxes, near two opposing corners).

To leave the warehouse, take a lantern from one of several spots in the room and throw it onto a canvas and some oil by the far wall. Let that explode, and then take a defensive position. More Soldiers attack.

Kill the two men outside (one charges while the other takes up a defensive position). Hide outside the shooter's line of sight so that the first guy comes to you alone. Fight him off and then shoot the red barrel of fuel next to the Soldier outside. He lights up in a split second, and that's that for now.

Examine the **Mural** on the right as you walk outside. Jump over the gate at the end of the courtyard (via the opening on the right), and take a breather at the new Base Camp you uncover.

Break camp and go through the snowy yards that lead toward the next building. Walk slowly if you'd like to catch some rabbits or hunt a few birds there, and look for a broken section of fence on your right (before you reach the guard tower). Go through the fence and look for more ammo and an old cargo container with a **Relic** inside (Rosary).

Climb the guard tower at the end of the yard to survey your surroundings. A zip line suspended from the tower takes Lara to the east.

FIND A WAY INTO THE OLD PRISON

There is yet another Base Camp where you land. Use that, and then look at the large box by the wall. Try to open it if you like, but it doesn't do any good. You need a Lock Pick to get that sucker open. It's bound to have something good inside! The man nearby lets you start an optional Mission that lets you get said Lock Pick, so think about doing that while you're in the region.

GOING ON MISSIONS

You don't have to run any Missions because they're purely optional, but they help the good people in this region to survive. Also, Lara gets some really cool rewards for beating them. Read our Collecting Treasures chapter to find out how to find and complete all of the Missions in the game. The one located here is called Communications Breakdown.

You're in another large, wilderness area now (like the Siberian Wilderness). You can rush to the objective if you want, or you can stop and gather tons of good items. There are so many things to find that we can't list them all here; you need additional tools to get quite a few of them, and there is a great deal of backtracking if you want to get 100% of the rewards. Much like the Missions, the routes and locations of these treasures are located in "Collecting Treasures."

SOUNDS OF DANGER

Wolves are extremely dangerous predators; they often pose as much or even more of a threat to Lara than Trinity's Soldiers. Wolves move quickly and appear in groups. They'll track you and kill you without hesitation.

Listen for their baying to know when you're in danger. The music also picks up dramatically when the wolves are on to your scent. Use ranged weapons to fight them off, and don't be afraid to run or seek high ground if you're being chased by them.

After the Mission is complete, set your sights on the real objective. Travel to the eastern side of this area, discover the new Base Camp along the ridgeline if you haven't already done so, and then make your way toward higher ground. Reach the camp by climbing a massive tree and then jumping across to a plateau up top.

From the new Base Camp, travel northwest along a stony ledge. Jump and climb over the gaps in the pass, and look for your objective marker using Survival Instincts if you get lost. The wooden planks are rotten as you start to get closer to your goal, and a section of bridgework gives way underneath Lara. Jump quickly to survive, or skip the bridge entirely by climbing the rockface on your right before you get to the bridge. That way is much easier to deal with.

Both routes soon take you to the top of the area. Search for Salvage and crafting items on the way up, and then get to your objective.

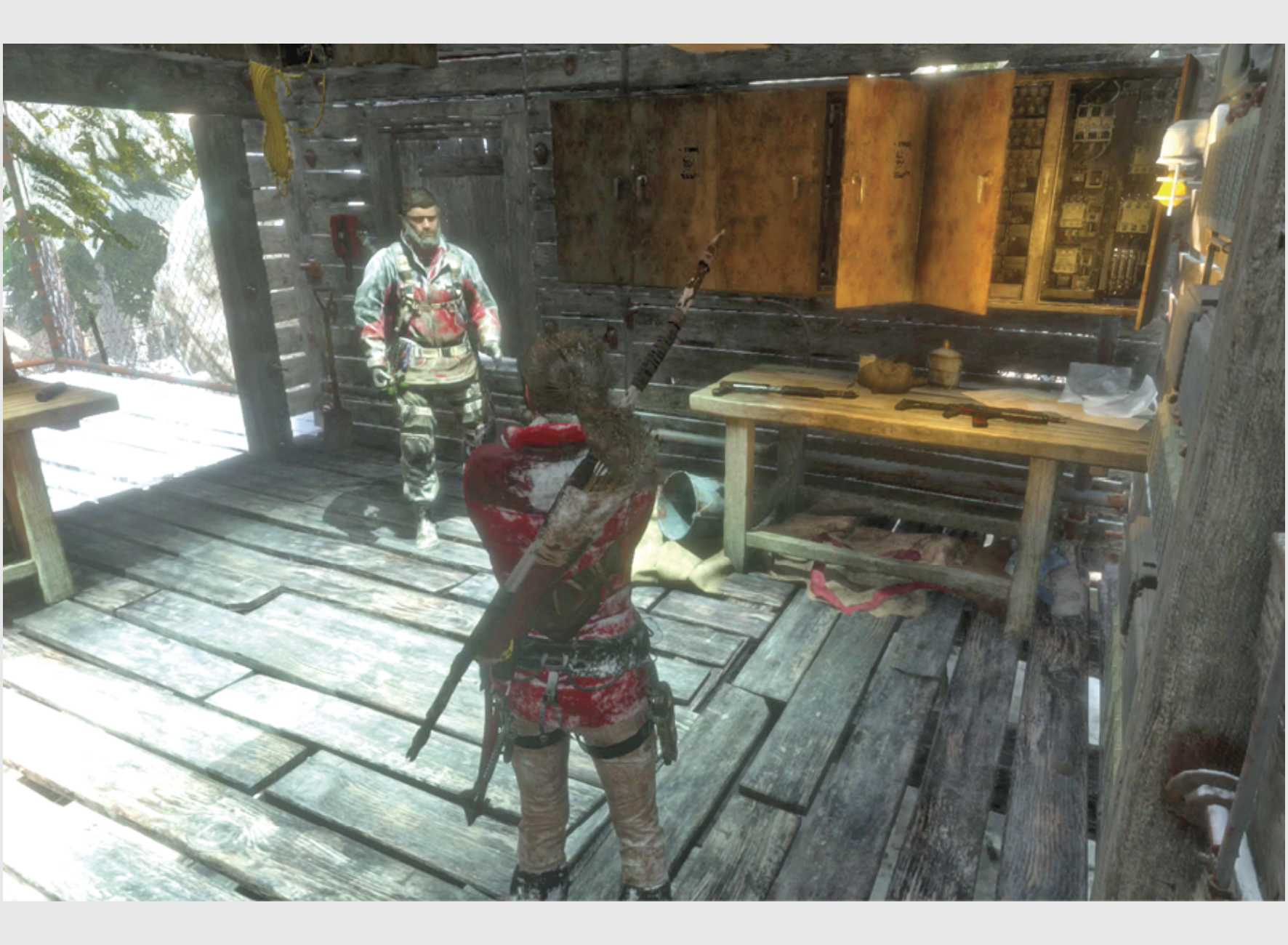
USE THE COMMUNICATION CABLES TO ZIP LINE INTO THE PRISON GROUNDS

Trinity troops are guarding the plateau up north. Get your weapons ready and ambush these men. Two are near a Base Camp on your right when you reach the summit. Another is off a short distance into the woods. The first two can be killed without them getting a chance to fight, so the third man is easily isolated and then eliminated.

Use the Base Camp to rest briefly. Nearby is a Monolith that requires considerable Russian skills to translate. On the other side of camp is a Supply Shack.

PURCHASING SUPPLIES

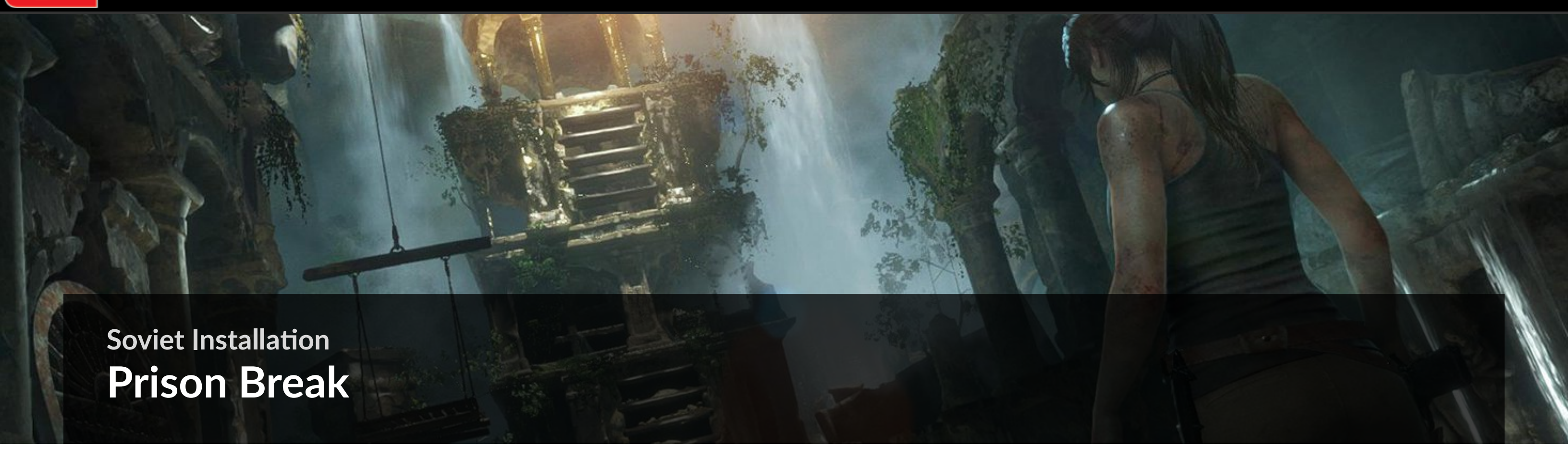
The man who runs the supplies here for Trinity isn't such a bad sort. He smokes like a chimney and looks like he hasn't shaved in a few months, but he's not going to attack Lara.



This is where your Byzantine Coins come into play. The technician can sell you all sorts of fun things, as long as you can pay for them! Take a look around to see what you want and what you can afford to buy.

Items available here do not change over the course of the game, so there isn't a need to get anything sooner rather than later. Get whatever you want at the moment and return whenever you have a huge pile of Coins to spend. There are crafting tools, to let you augment your weapons even more than usual. You can outright purchase a powerful Shotgun or Rifle. Or, you can get fun things like a new outfit, a Rope Ascender, and so forth.

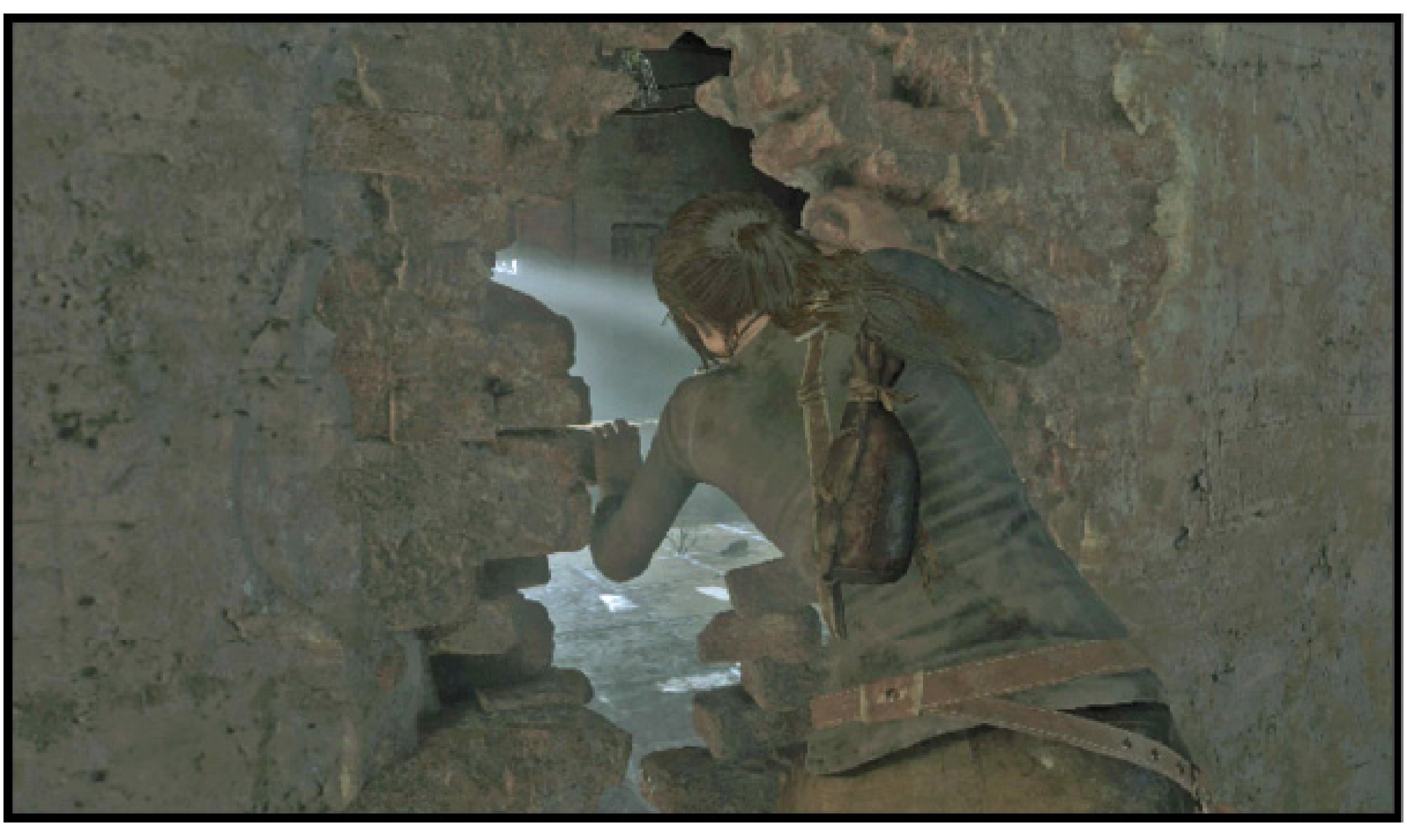
Go through the supply building and use the back exit to get to a tower. Climb up to the next tier of the tower and use a zip line to get into the prison.



Soviet Installation

Prison Break

FIND A WAY TO BREAK OUT OF THE CELL



So, things have happened. You get into the prison with a bit more gusto than intended. Now you have to find a way to get out of it (or, at least, out of your cell). Break off the pipe on the rear wall, and bash through the brickwork on the side of the room. You get into a supply chamber with a Recurve Bow and a Rope. Take both of them back into your cell and try out your new toys.

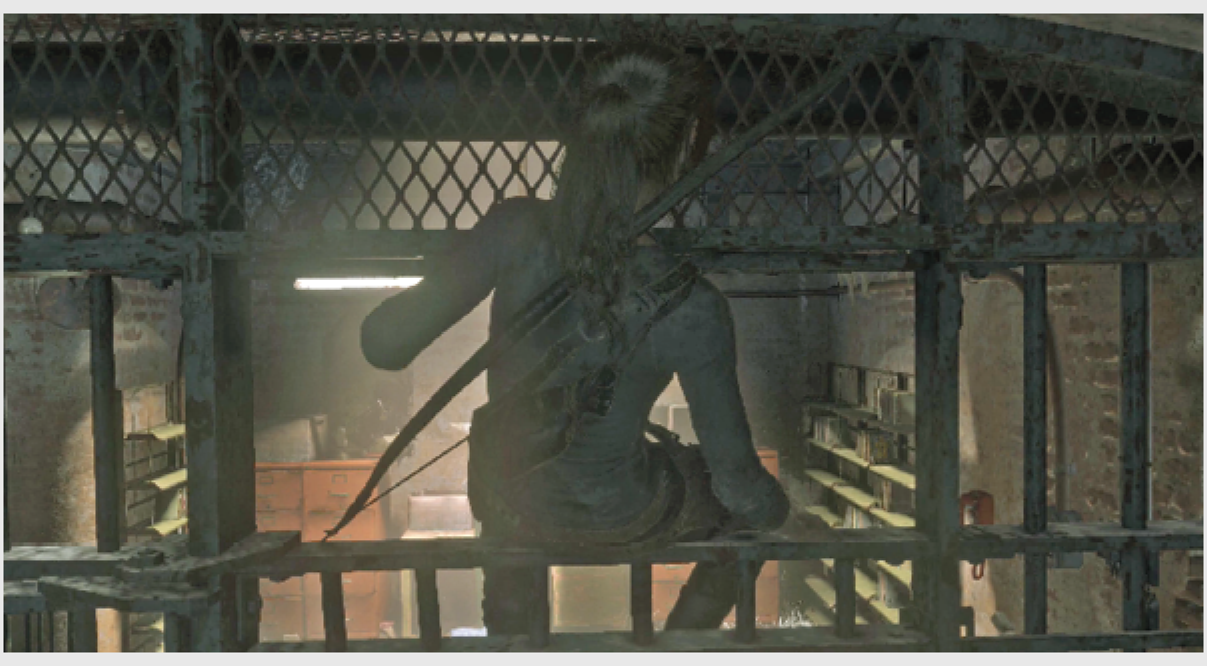
Use your Bow on the Rope Coil that's above your cell door.

THE DESTRUCTIVE

Powers of Rope!

Throughout the world you find barriers and other odd areas with Rope Coils on them. Now that you have what you need, Lara can break through these items. This is required for getting quite a few secrets.

At the moment, it's also required simply for breaking out of your cell! To use items that are Rope-accessible, aim your Bow with the left trigger and then fire with the right trigger to activate everything. An icon appears when you hover your reticle over any Rope Coils, so it's easy to tell when you're aiming at the right spot.



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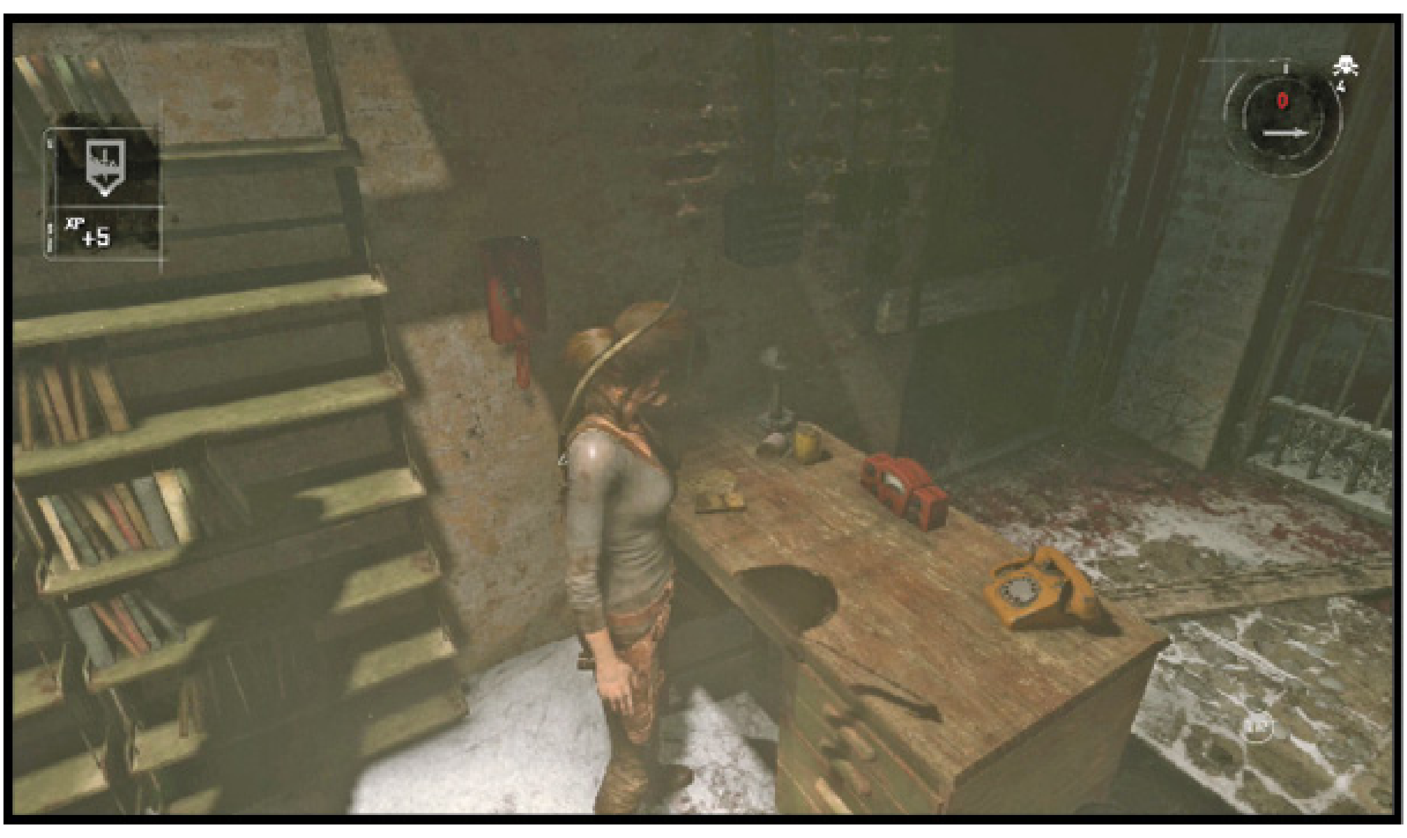
Jump through the tiny opening above your cell door, collect your equipment, and let the other prisoner out of his cell. He says that his name is Jacob. Hopefully he'll be able to help you (or at least not get in your way).

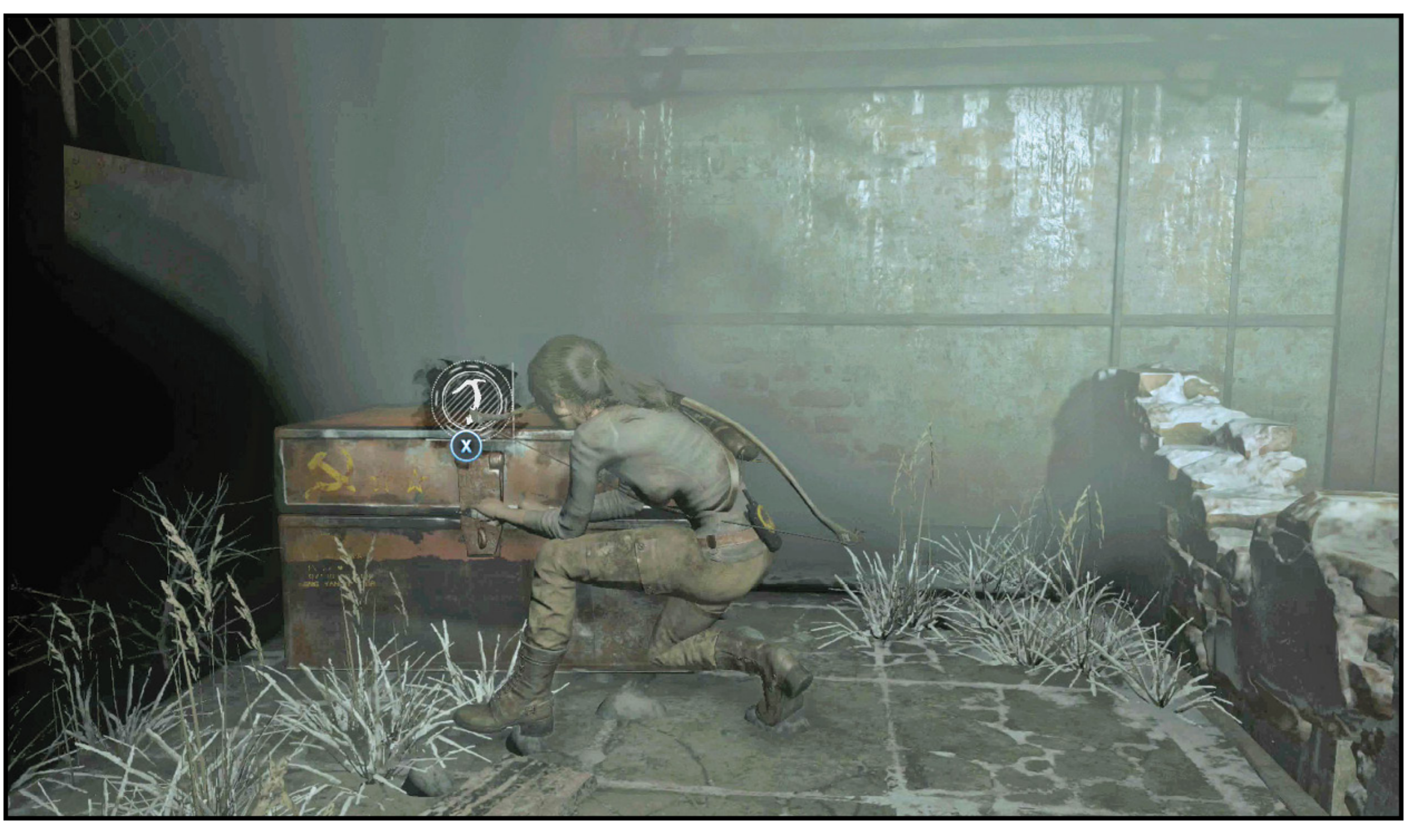
ESCAPE THE PRISONWITH JACOB

Before leaving, search the jailor's desk for a **Document** (Resistance). A nearby cubby also has a **Relic** (Cigarette Case). Take both as you head out of the jail.

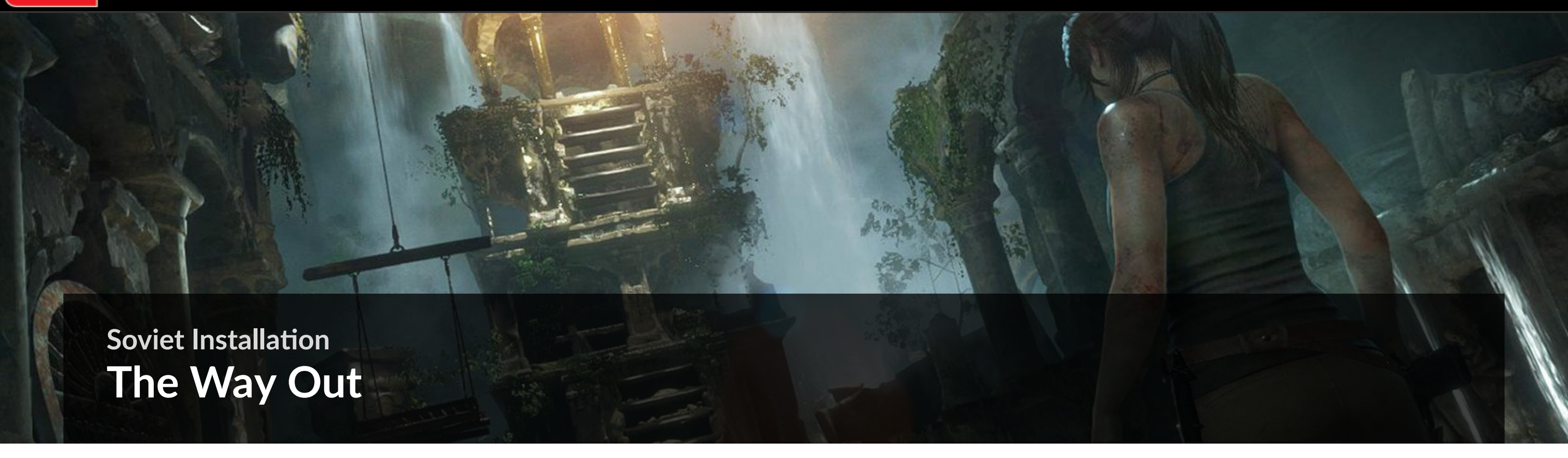


Follow Jacob out of the room and down an external staircase. He enters a room below, and there are a few interesting items in there too. Get a **Document** from the table (Betrayal). Cycle through the slides from a projector on the table. Jacob tells you some of the history of the area as you do this.

After the slideshow, break through the door at the back and go into the next room. Climb a staircase after looking for a bit of Salvage nearby, and then take a ladder at the top. You find a **Strongbox** with another Compound Bow piece.



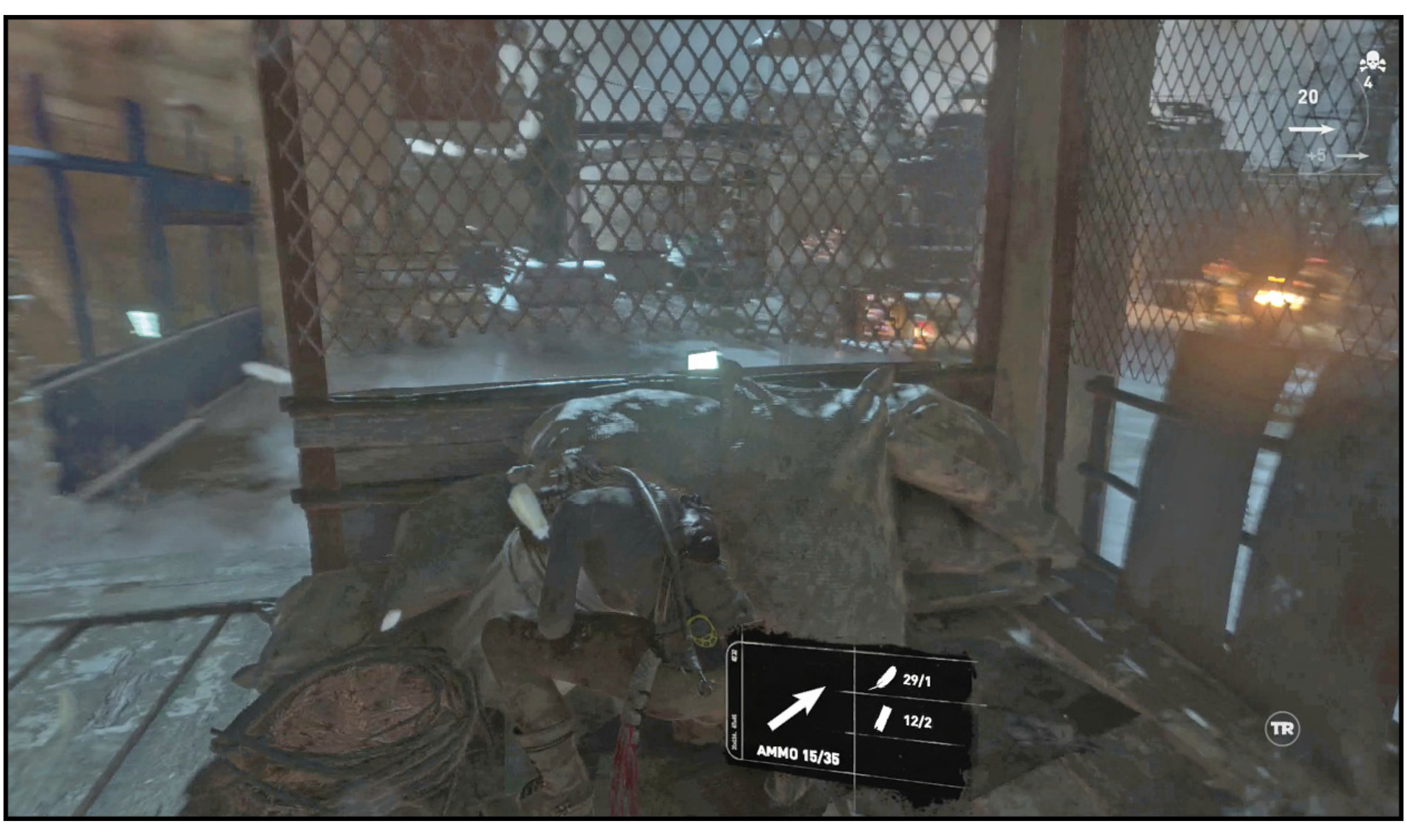
Jump through an opening in the wall with Jacob in tow. You get to see more Trinity Soldiers coming into the prison. They'll be a serious problem until you can get away from this place.



The Way Out

SEARCH THE COMMAND CENTER FOR A WAY TO OPEN THE GATE

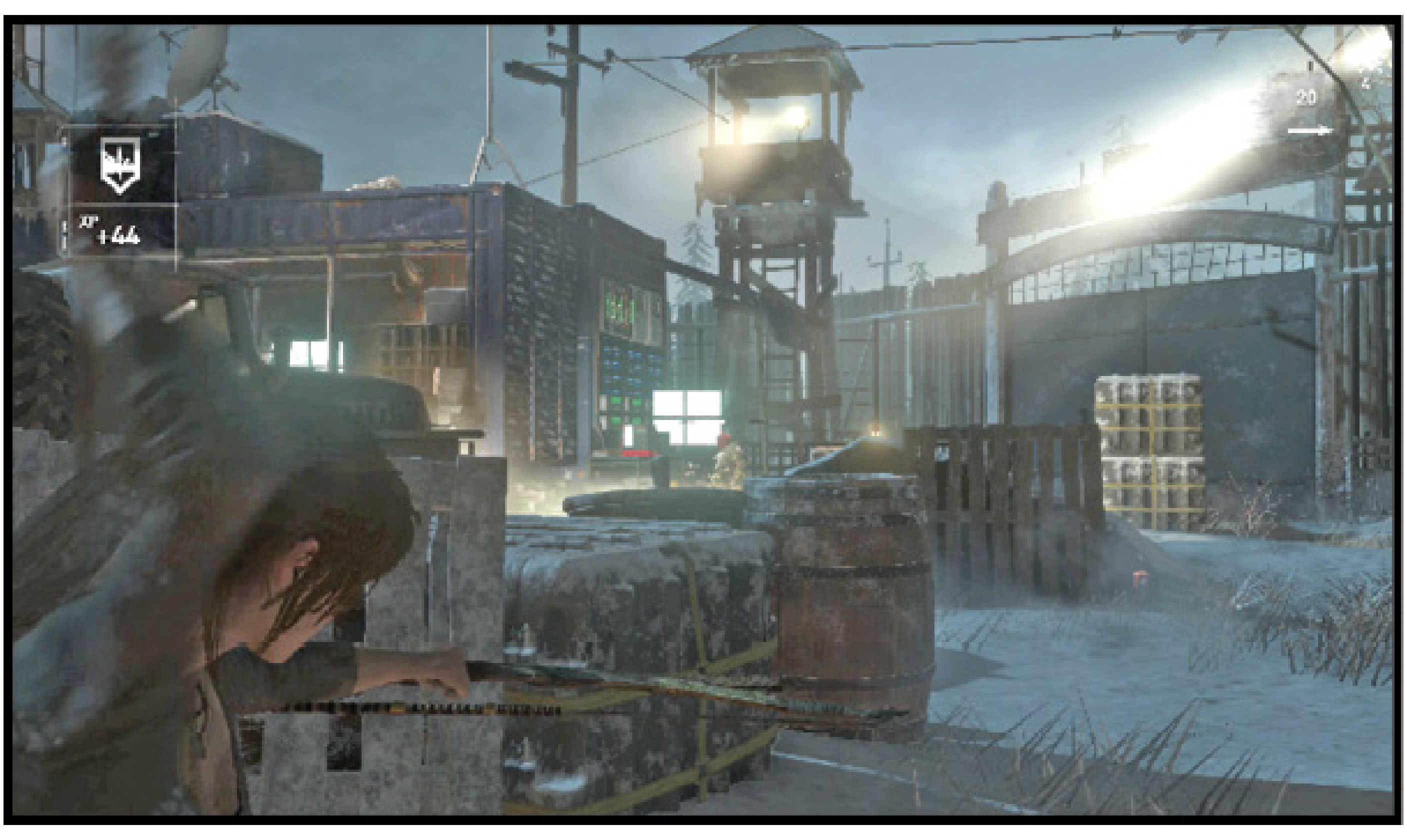
Craft as many Arrows as you can to refill your quiver, and take a look around the courtyard. There are four Soldiers in elevated positions (two in guard towers, one providing overwatch from a container, and a final one who is welding). There are also four more Soldiers in the yard with you. Then, there is a guy who is inside the command center.



Kill the men in the guard towers first. They are isolated and won't be heard or missed when your arrows kill them. Go for headshots and take all the time in the world to aim. You're in shadow and can stay where you won't be spotted for as long as you need.

Bring down the container guard next, and then the welder. These are also easy to kill without making noise. Next, there are two pairs of Soldiers in the yard. Kill the two on the right first, because they're on the side of the building and have less of a chance of being heard.

Finish clearing the yard now that the numbers are more manageable, and maintain stealth if you can. Remember that you have Poison Arrows. They're pretty effective against the pairs of guards, because they're standing close together.

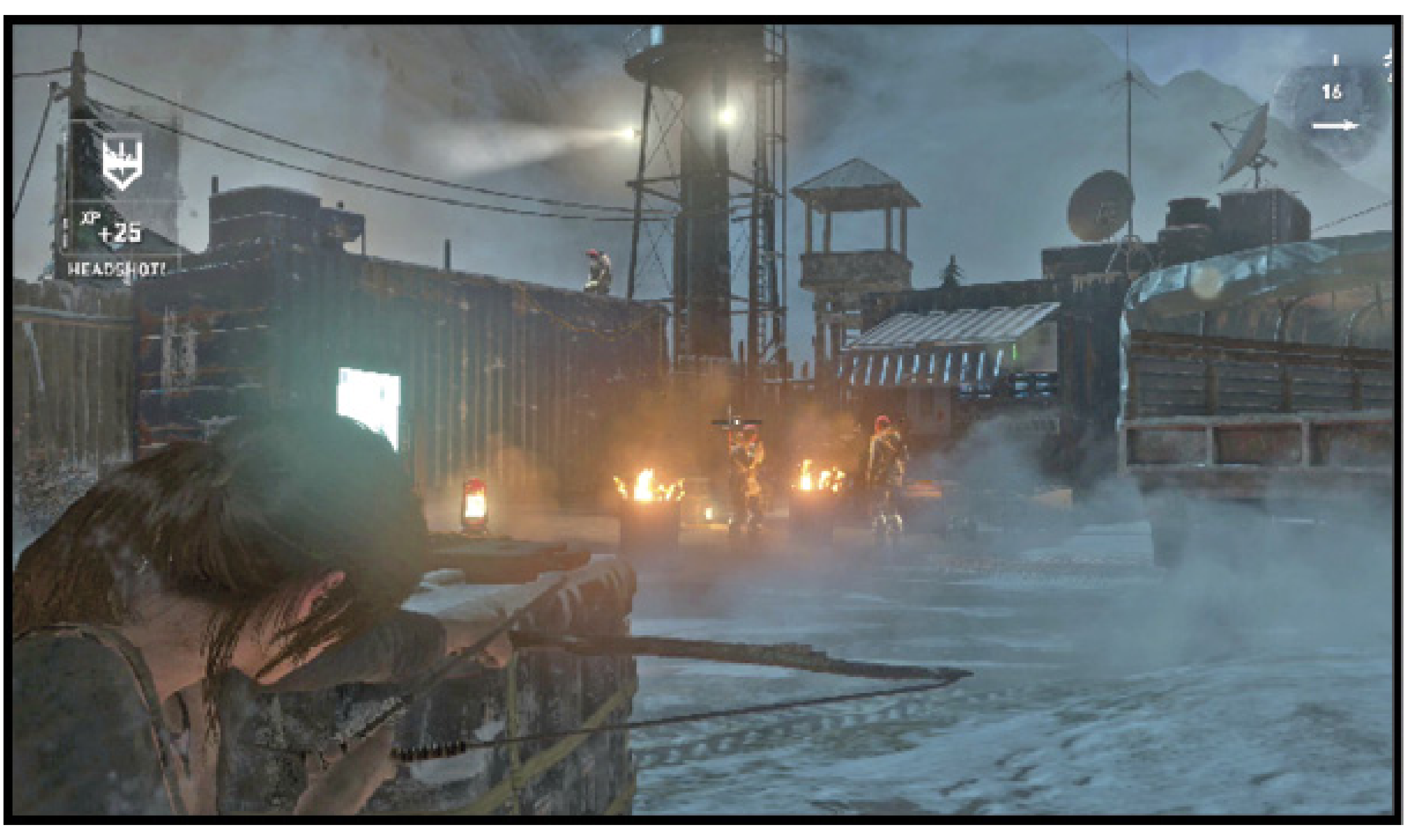


WHEN PLANS FALL APART

If anyone hears your attacks or spots Lara, the fight goes from easy to dangerous almost instantly. Stay behind cover as the enemies come to investigate and then use the fastest attacks you can to thin their numbers before they know where Lara is.

Once the battle becomes a matter of trading blows you need to watch your angles of fire and avoid staying out in the open. The small building on the right is a good place to hide from the enemies above (if they're still alive).

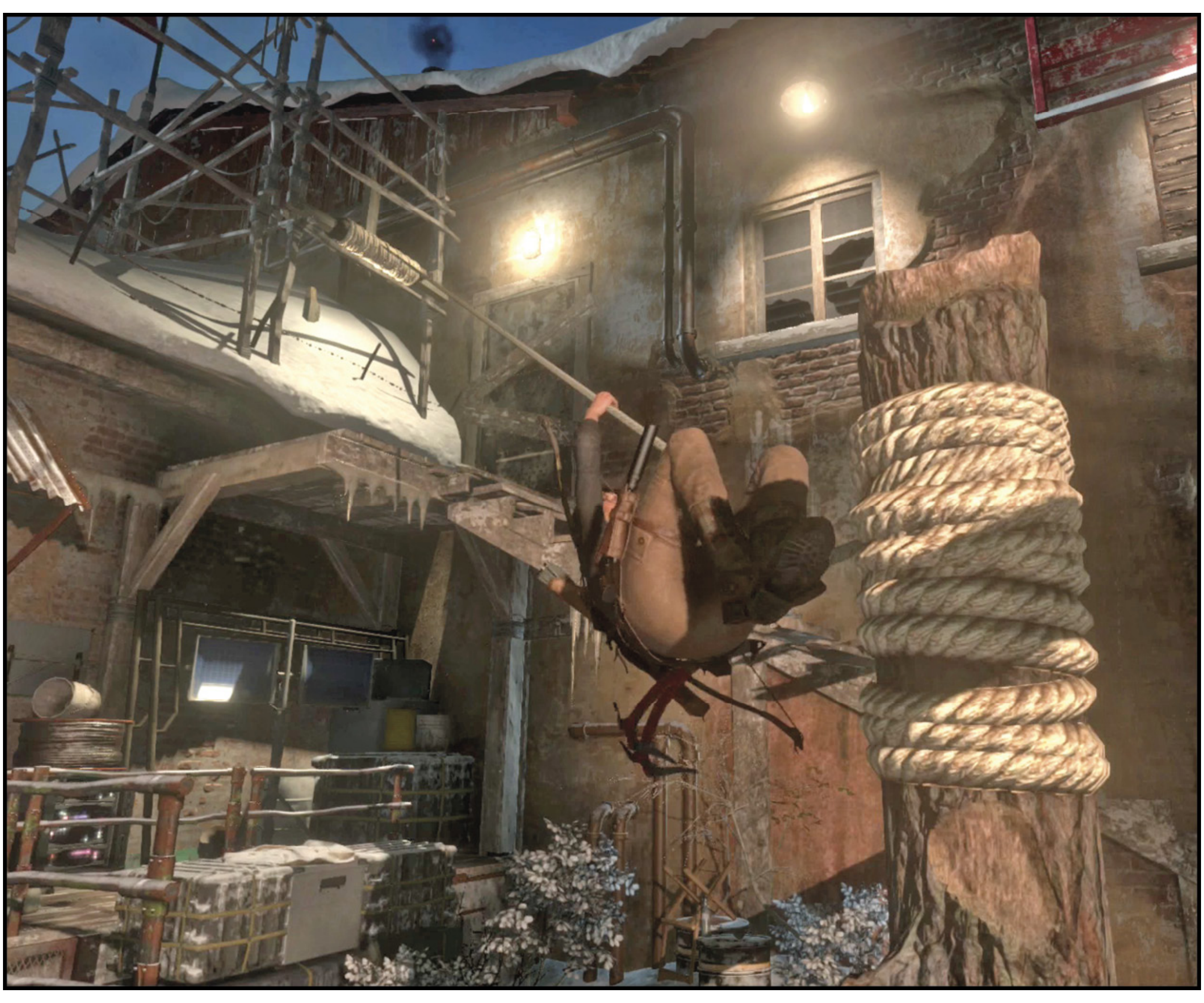
Finish all of your targets and loot the heck out of this place. There are trees for Hardwood, Salvage items, crafting goodies, and more than a few bodies as well. You should also smash five **Red Laptops** for a Challenge in this map. They're easy to smash with your Axes, so don't waste ammo on them. Three of the computers are in the courtyard, and two are inside the command center.



The command center also has a **Document** (Reunited). Examine that and then use the machine at your objective to open the gate.

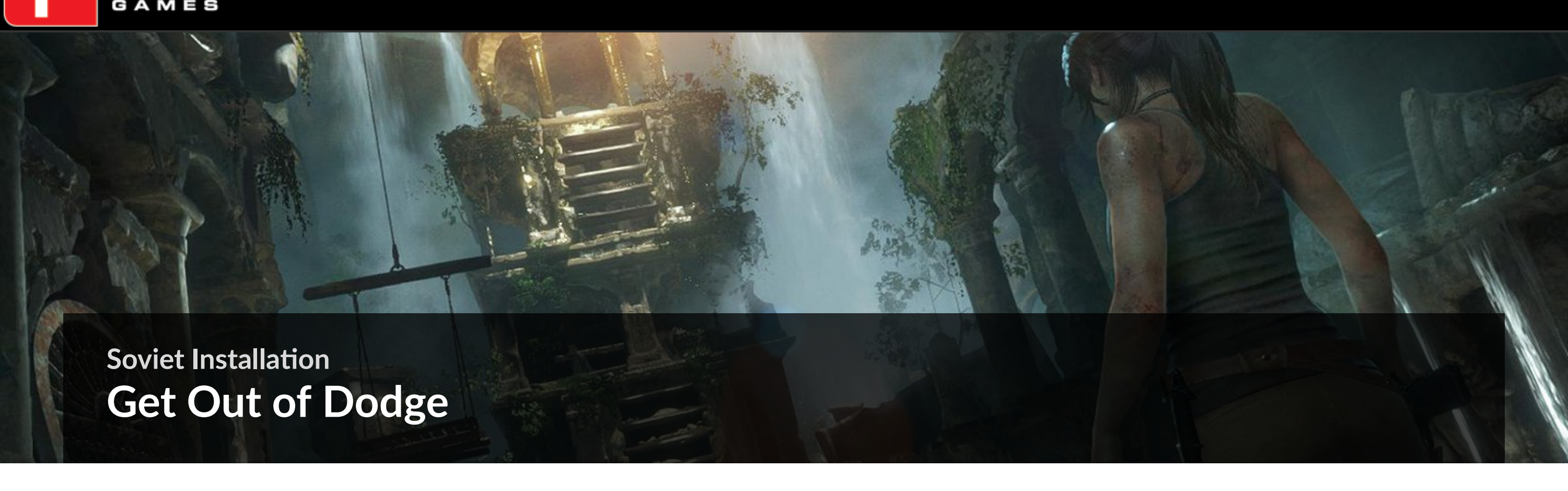
FIND JACOB

Leave the command center and walk through the open gate on the other side of the yard. Smash a **Red Laptop** on the right and break open a locker ahead for a few minor items. Then, stand near the Rope Coil that is in the center of the small area. Aim toward the Rope at the top of the yard (above and to your right). Shoot that and then climb up there.



Walk onto a damaged platform to the right and jump up to a window sill. Listen in on a conversation between two important people, and then jump to the right and then up to make your way around the right side of the building.

Drop in through an open window there and meet Jacob again. The two of you observe a meeting. You learn a great deal, but have to flee during a short scene. Lara drops into the sewers underneath the prison complex. Wade forward quietly and climb out of the fetid water at the far end of the tunnel.



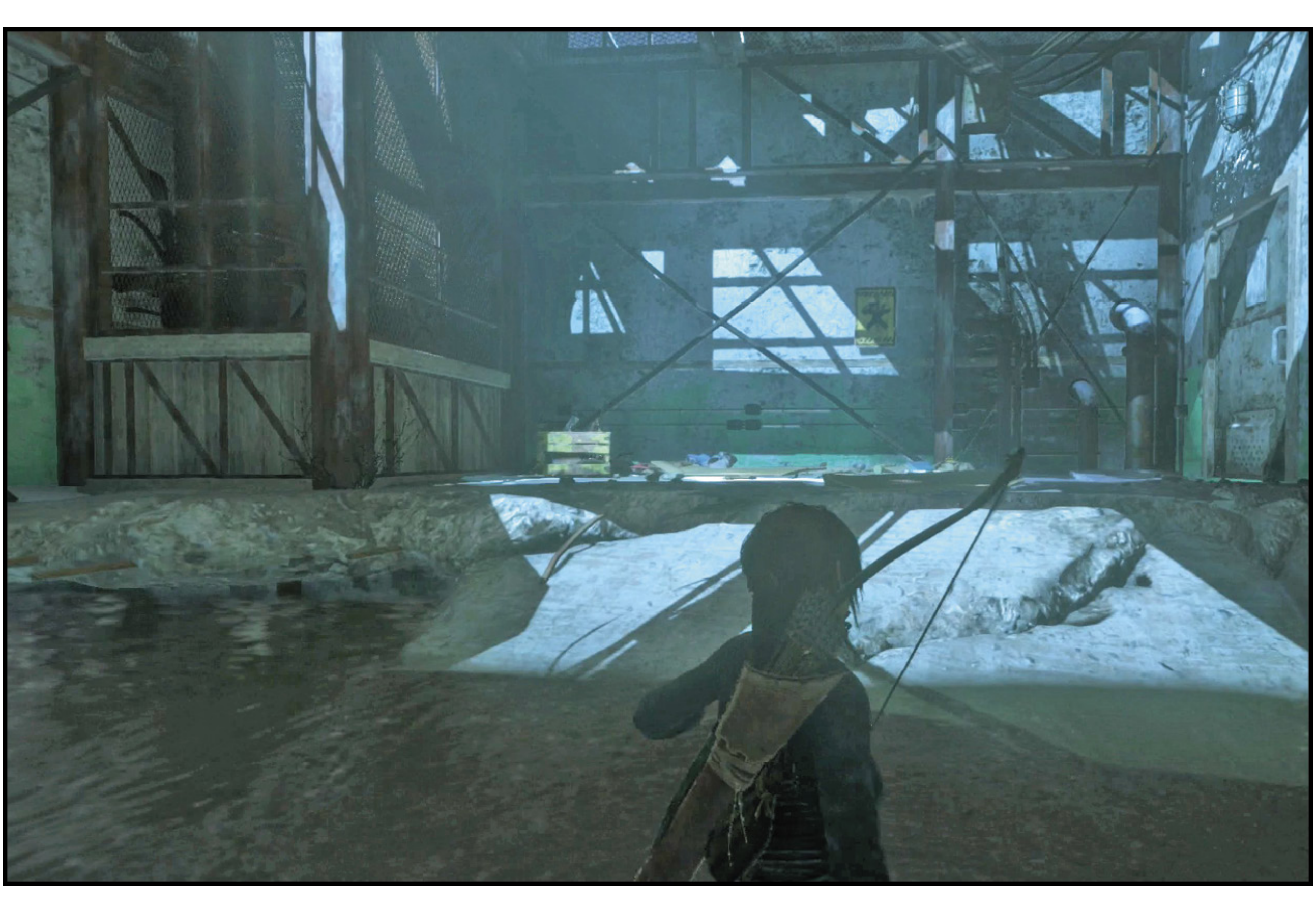
Soviet Installation

Get Out of Dodge

FIGHT THROUGH THE TRINITY BASE TOTHE OLD TRAIN STATION

Search the room above the sewers. You find an **Archivist Map** and a **Document** (Fieldwork). Get these and break out of the room using your Axe. The next room has a box with an exciting **Relic** in it (Hero of the Soviet Union Medal).

Stand by a crank with your Bow at the ready. Shoot at the Rope Coil that's off in the water, and then turn the crank to suspend the whole thing above the waterline. This takes some electrical line out of the water, allowing Lara to cross without getting fried in the process.



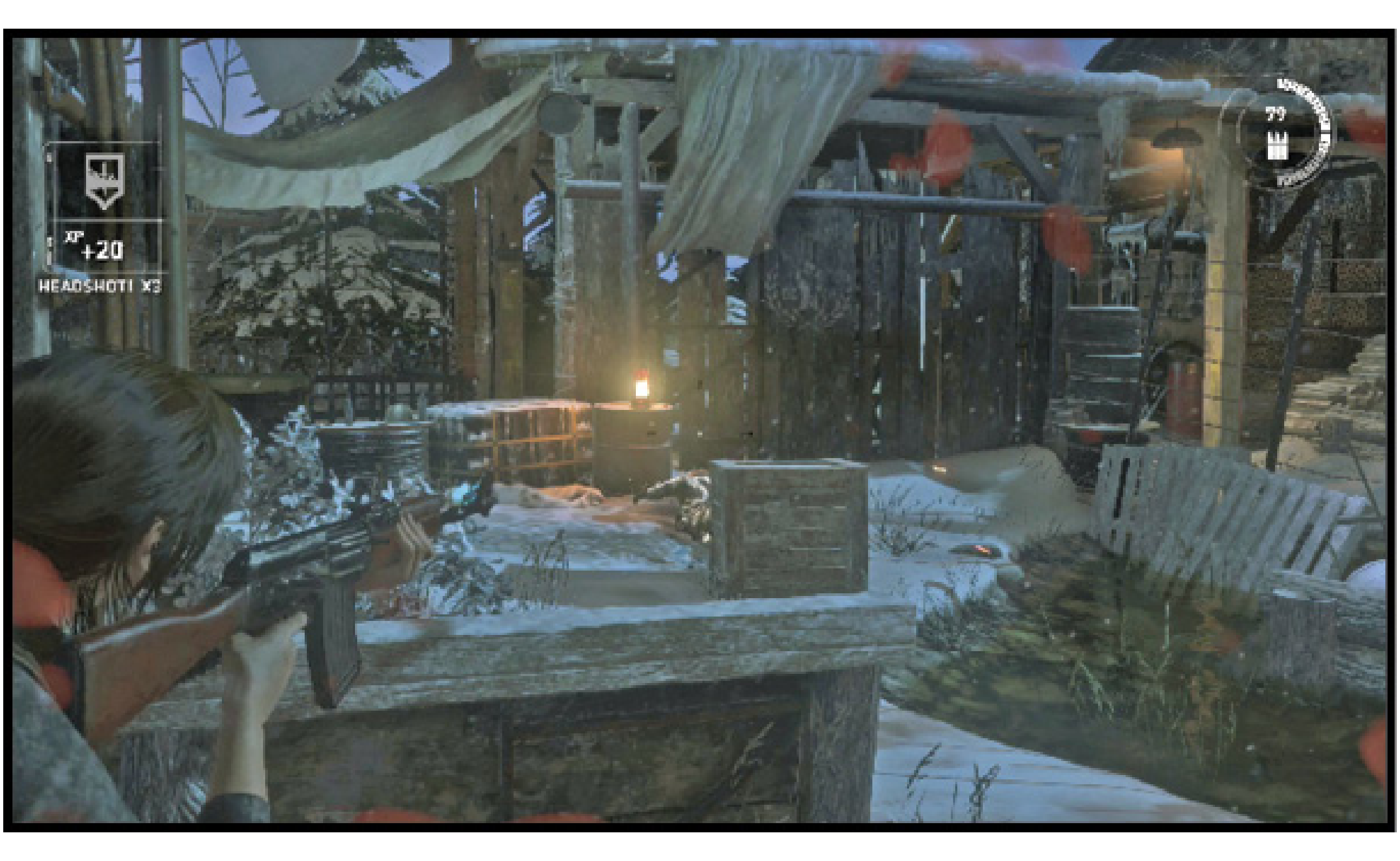
Open the yellow box when you reach the far side and then break open the door. Battle commences almost instantly. There are three gunmen outside the room, and there are more on their way. Lara gets to disarm the first guard as part of a cutscene, but shooting him is all your responsibility. Take cover afterward and cautiously perforate his buddies so that they don't get any free shots against you.

ARMED TO THE TEETH

You now have an Assault Rifle. This is a great weapon for fast-firing attacks and taking out multiple targets that are pushing your position. It eats through ammo quickly and doesn't have as much damage per shot as an aimed Bow attack, but that's no big deal. Use the Bow and Pistol for precision attacks, and switch to the Assault Rifle when you're caught out in the open and just need to blow through targets to survive.

Another perk of Rifles in general is that ammo for them is all over the place. Every Trinity agent you kill is likely to have some ammo, so Rifles are your best weapon to use while building back your supply of Arrows, Pistol bullets, and Shotgun shells. Not that you have a Shotgun. Yet.

Follow the only path forward and loot bodies and crates for ammunition as you go. There is more than enough to go around, so feel free to spray the two Soldiers in the next yard with a hail of bullets.



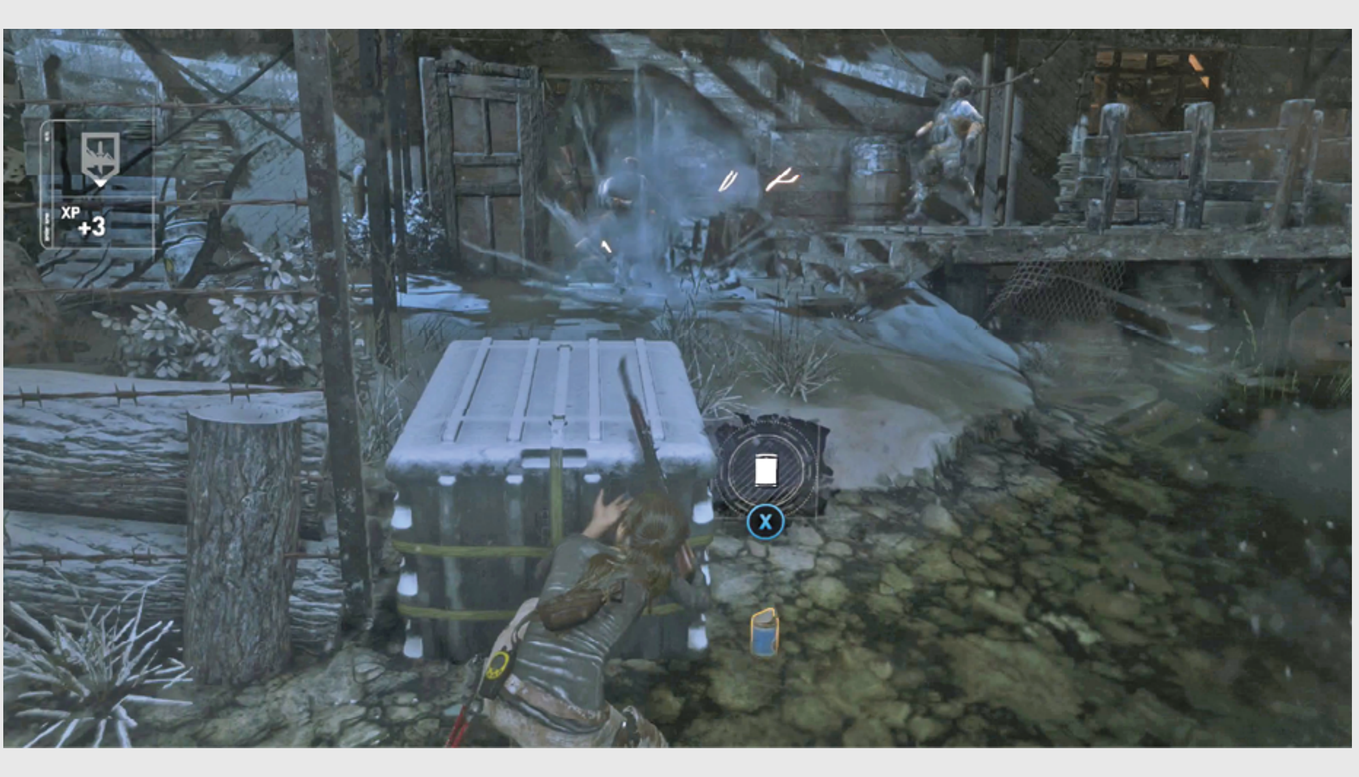
Two more men are in the adjoining building. They're close to a barrel of gasoline, which you can shoot to kill them easily. Lara gets pinned down when she leaves that building, but you're shown how to create improvised explosives. When the scene ends, use your new skill to craft a Shrapnel Grenade, and throw it at the attackers to silence them.

HOMEMADE GRENADES

To make a Shrapnel Grenade, pick up a Can and use the right bumper to craft it into a Shrapnel Grenade. Players who take more Survival skills get the most experience and damage out of these thrown items.

EXPERIENCE ADVANTAGES

Lara gets more experience if she plays to her strengths. Your skill choices determine the types of kills that give Lara the most experience; if you have skills for crafted items, then Shrapnel Grenades are a great way to kill groups of enemies. On the other hand, a sharpshooter who gets bonus experience for headshots is going to benefit from picking people off carefully.



There is no single, correct answer. The game gives you many options for survival. Choose the path that you find the safest and/or the most enjoyable!

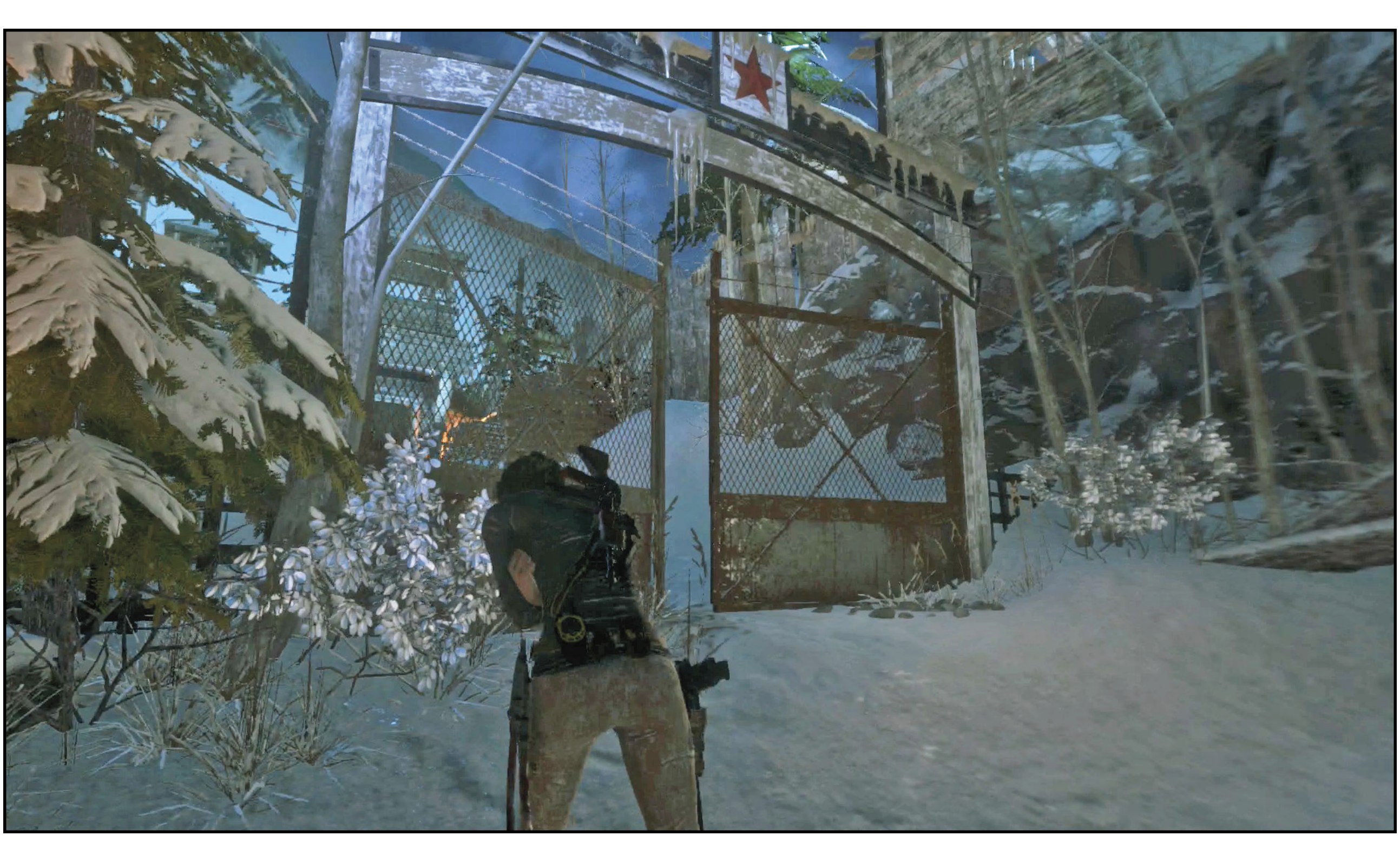
As a counterpoint, players on higher difficulties should try NOT to think about efficient experience from their kills. For them, getting through the fight without dying is more important. It's better to use the most effective weapon or trap for any given situation if you're worried about dying.

More Soldiers lie in wait, inside the next building. Fight carefully through them, and watch for a locker with extra items and a **Document** (The Fearful and the Lost). A cubby on the right also has a Red Laptop to destroy. Deal with these before leaping down through a damaged section of flooring at the end of the path.

You discover an **Explorer's Satchel** below. It reveals multiple Survival Caches in the prison (and a Strongbox far to the south).

Advance through the area under the buildings, and break out into the snow. A Base Camp is there (The Gulag), and you make radio contact with Jacob briefly. Don't let your guard down; there are still plenty of Trinity Soldiers close by. You can use the Base Camp, but don't tarry for long.

Break camp and walk forward, toward an old gate. There's barely enough room to squeeze through, but Lara can do it. You lose the advantage of surprise almost instantly, because Trinity people were waiting for you here. The lights come on, and you're forced to race for cover by the rocks ahead. This fight is going to get ugly.

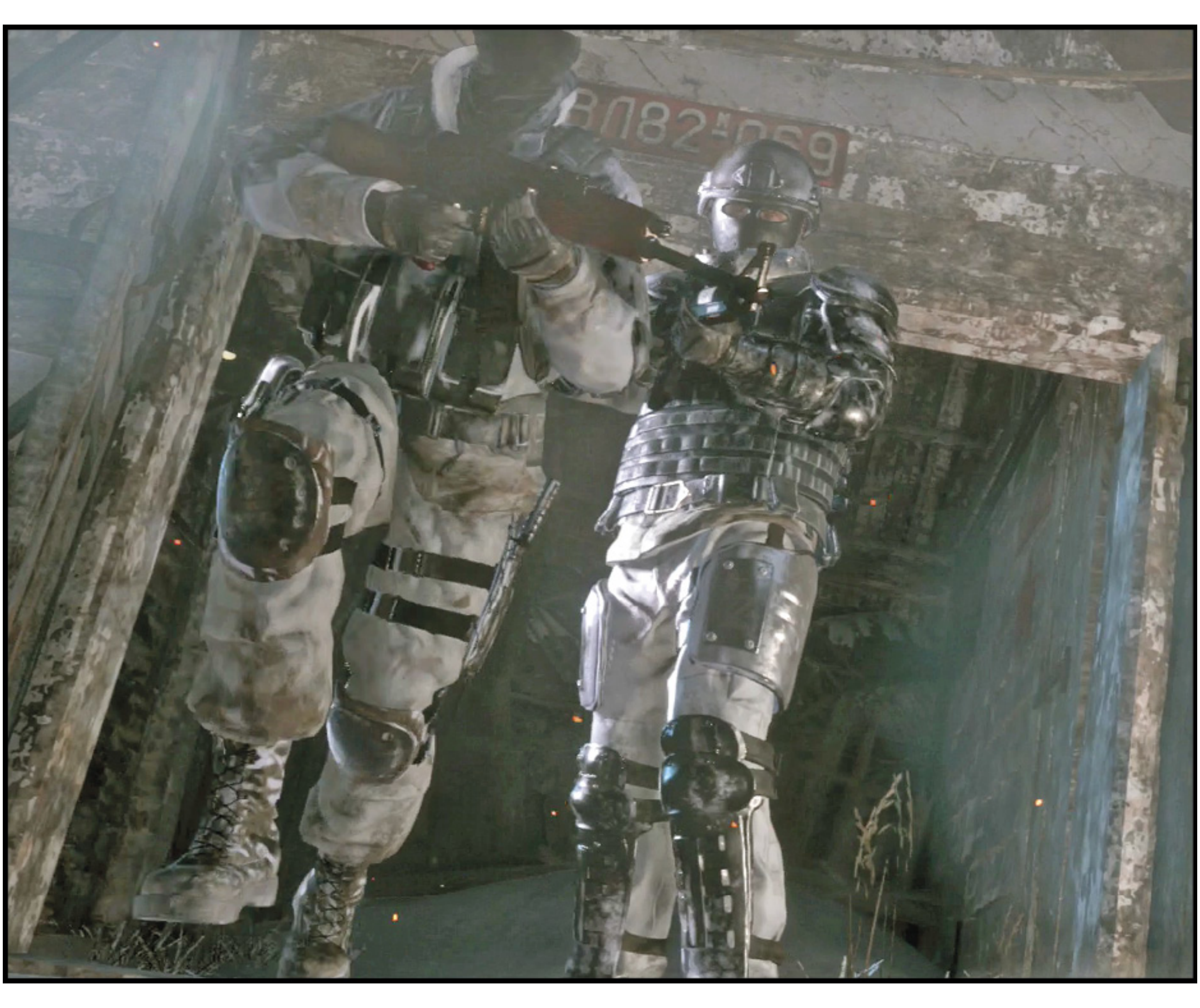


Switch to your Bow during this ambush and then pull down the structure in front of you using the Rope Coil by the balcony. This kills one gunner who is up there, and it can kill another Soldier underneath if you're fast enough.

More Soldiers attack from the bottom level. Stick to cover as often as you can and thin their numbers. This isn't a race, and reinforcements come in from the right; watch out for them. You can't afford to advance until all of the Soldiers in front are dead. Even then, only creep forward enough to reveal individual targets on the right. Eliminate them, look for new enemies, and repeat until the coast is "clear."

If your cover is compromised by a grenade, dash between the rocks in the center and a wooden wall on the right. Both offer limited protection, and there isn't much open space between them. Though the wooden wall blocks line of sight well, the enemies can shoot through it to some extent. Don't stay there for long and think that you're safe. You are most certainly NOT.

Late in the fight, Armored Troopers come out of their barracks.



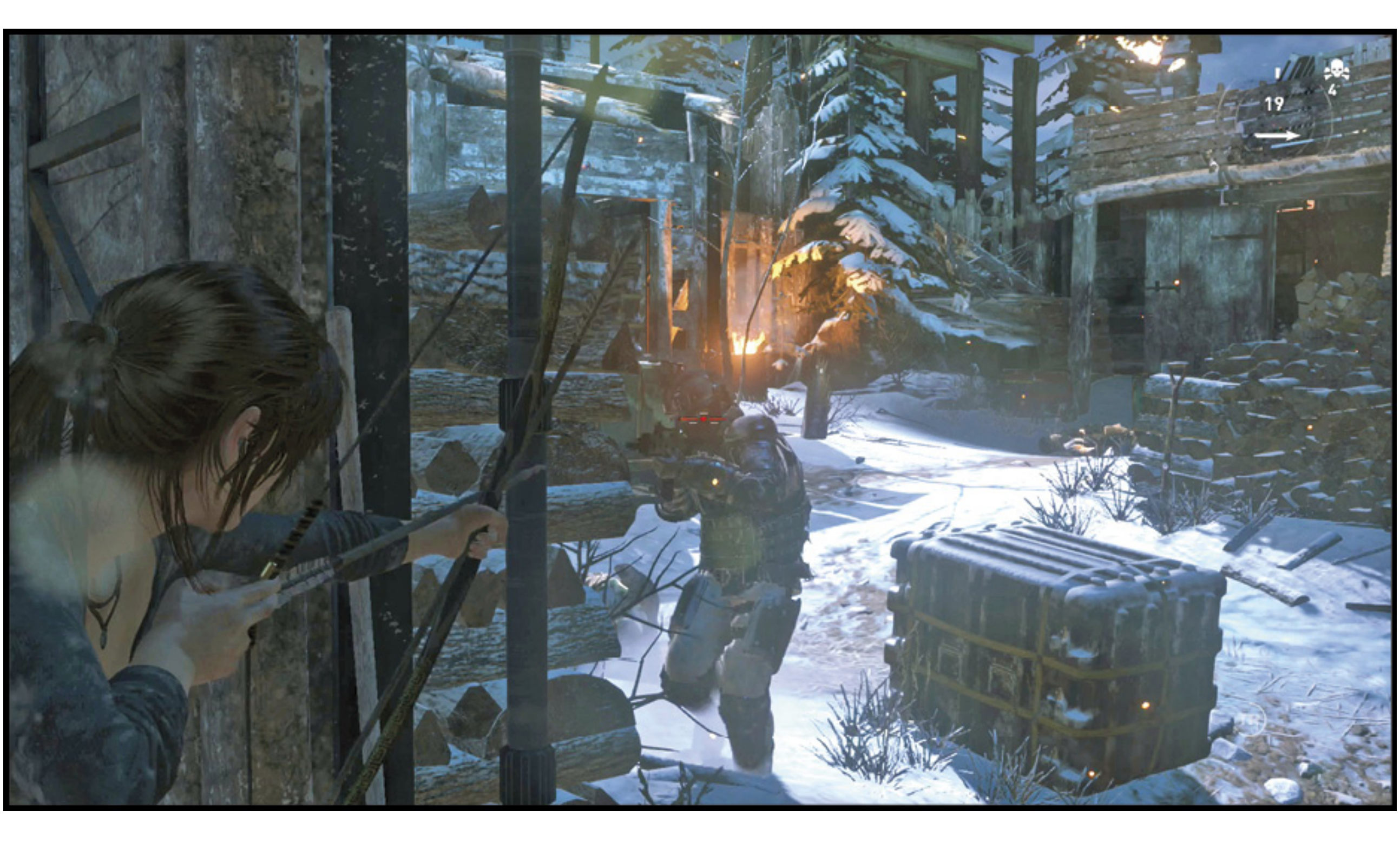
POUNDING THROUGH STEEL

You're squaring off against a couple of regular Trinity Soldiers and two Enforcers. This is not the time to snipe. Use Cans to craft Shrapnel Grenades immediately, and hurl them into the mass of enemies. Use both of the Cans that are near Lara when the Enforcers attack.

Then, switch to Poison Arrows. These make life very difficult for the Troopers and give you time to pour ammo into them with your Rifle. Switch back and forth between the Bow to poison them, and the Rifle, to finish them off.

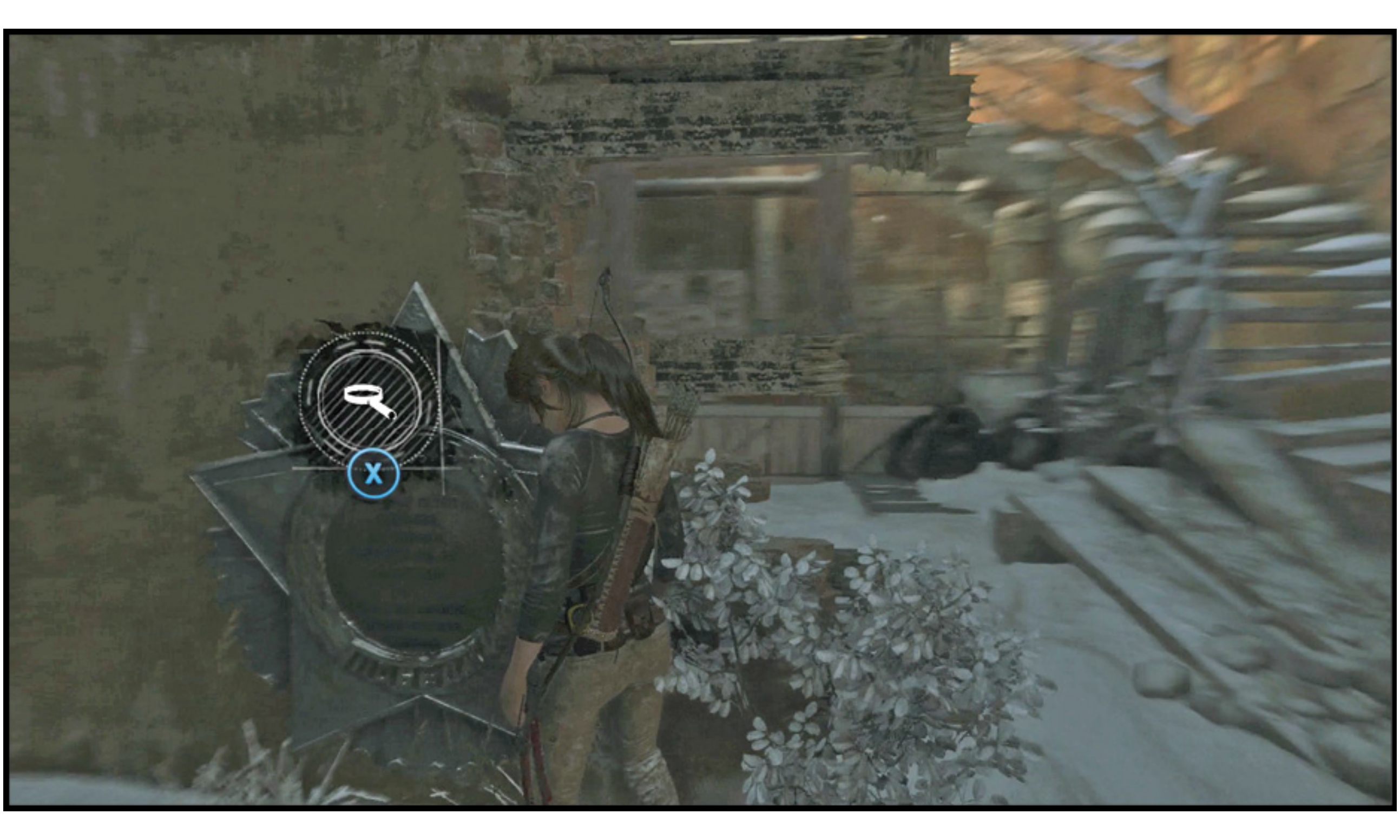
This tactic works very well at all difficulty levels. This is probably the first truly mean fight that you come across. If you can beat it without dying, you should feel pretty darn awesome. If you do take a few too many bullets, come back and try again. Knowing the layout of the area makes the fight much easier to survive.

There is a gas generator on the left side of this yard, if you're looking for a trap to shoot. That nails anyone who is standing too close to it.

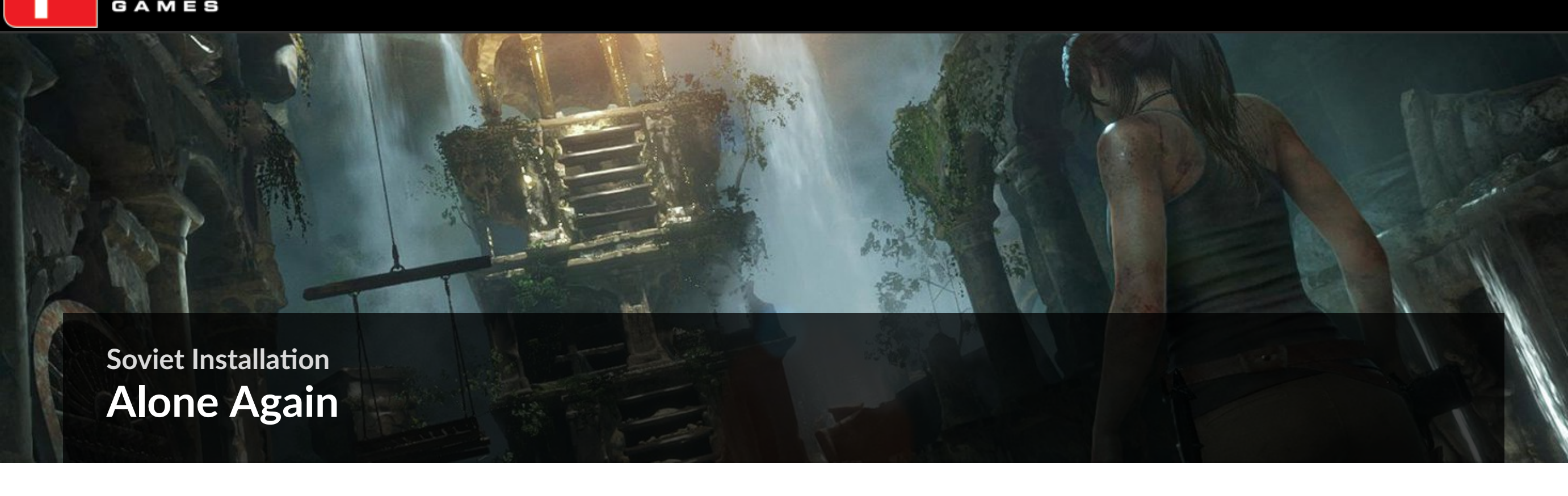


After the battle, search for a couple of **Red Laptops**, crafting items, and Salvage. Then, follow the objective marker to the next part of the area.

A building with slain Soldiers is ahead. Go inside and destroy the tenth **Red Laptop**, finishing a Challenge. You also get a **Document** (Wounded). You find a **Relic** (The Game) on the lower level of that building. Jacob isn't around, so you have to keep looking for him. Outside, you discover a **Mural** on a damaged wall.



Take a deep breath before you get onto the train car by your objective marker. Doing so sets off an extended chase scene. You won't have to fight or make any complex decisions; it's more of a psychotic dash to survive. This isn't something that strategies will help. Sprint quickly, make your jumps, and swim as fast as you can when you fall into the river. Watch the scene that unfolds when you finish it all.



Soviet Installation

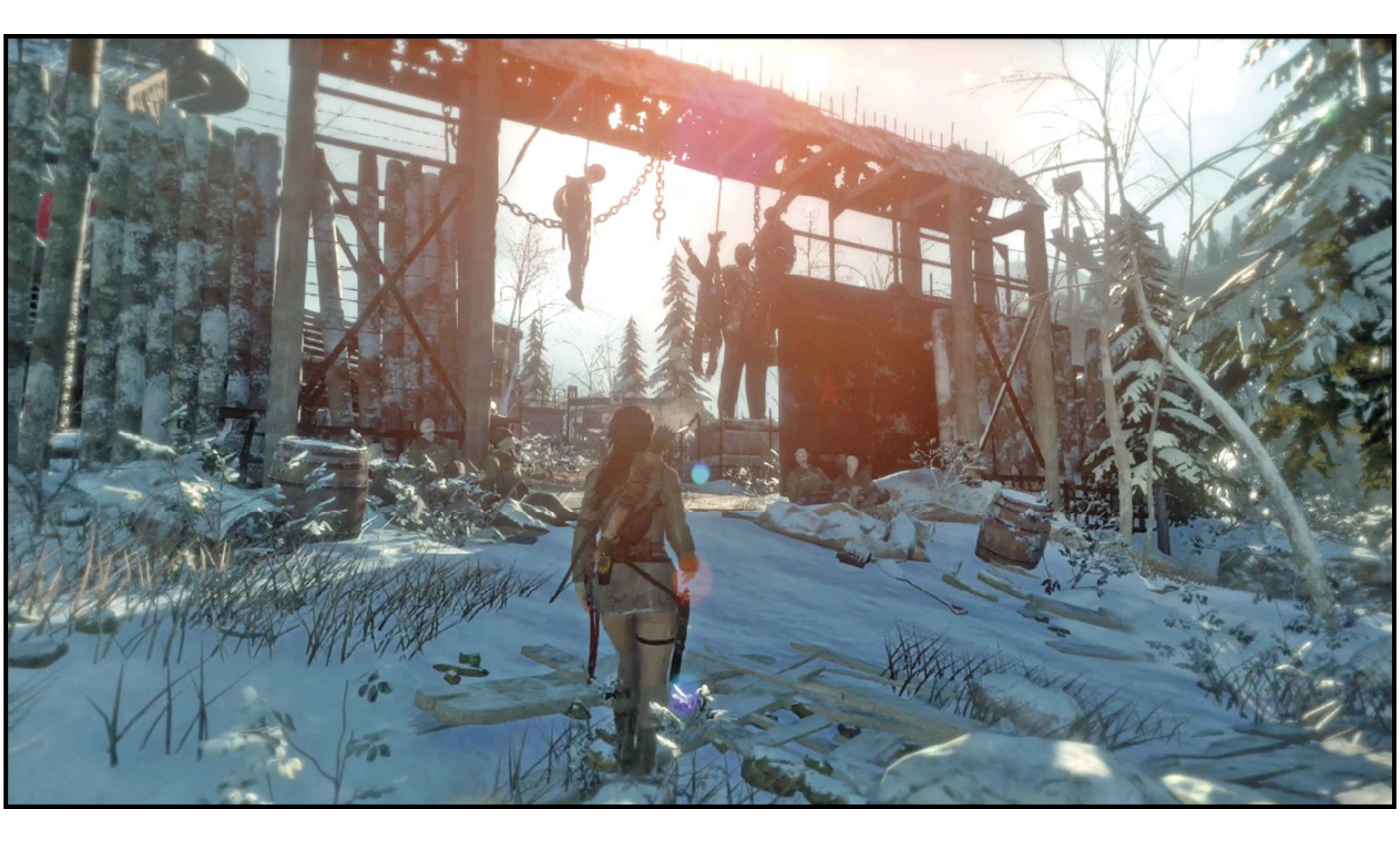
Alone Again

REACH THE COPPER MILL

It's morning again when Lara wakes. She's inside a cave, not too far from the Hidden Refuge Base Camp. Go outside the cave and use that camp. You can Fast Travel to other camps in the area if you want to get south faster.

Your objective is at the bottom of the map, but there are also new **Missions** available now. If you return to the Logging Camp base, you can start The Unlucky Ones at this time. There is also a man who starts a mission near the lumber mill.

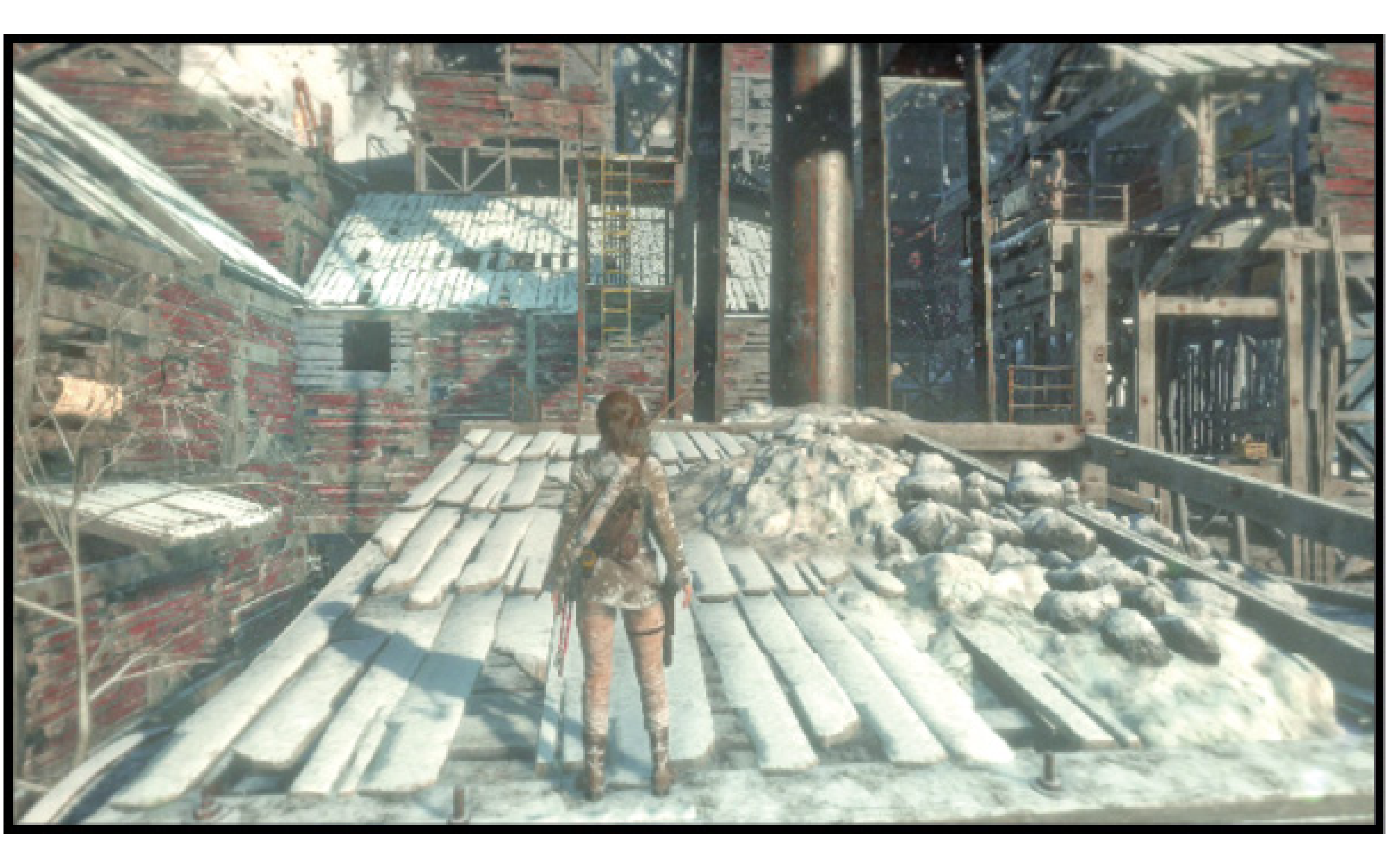
When you're done with Missions and collecting, hunt for your next objective on the southern end of this map. A path leads you there, so it isn't hard to reach your target.



Approach the old copper mill and pause to look at the grim sight by the main entrance. Something isn't right in this place.

CLIMB THE COPPER MILL TO REACHTHE MINE ENTRANCE

Use the Base Camp to the right (Copper Mill Yard) so that you can get here in the future without having to run across the wilderness. Explore the area and gather a few collectibles if you haven't been here before. There is a Monolith in the courtyard, a **Relic** (Medal) inside the first building, and a **Mural** to the east. There is a **Document** in an abandoned train car (Glorious Discovery) on the western end of the yard.



After searching around, climb onto the trains in the southern part of the yard. One of them has a yellow ladder leading onto its roof. Jump from there onto the building to your north, and start making your way up toward the objective to the northeast. Do this by destroying a Rope barrier that is above you, on the right. Then, jump onto a yellow ladder above the current building and climb to a platform. Jump to the right to reach the main part of the mill.

Go inside the new platform and look for a **Document** (First Kill). That room also has some Salvage and a ladder that leads up. You hear voices when you reach the top, and indeed there are Trinity forces here.

POUR YOUR ENEMIES A

Molotov Cocktail

Lara figures out how to craft Molotov Cocktails at this time. They're a combination of Bottles and Cloth. Pick up a Bottle, use the right bumper to craft it into Molotov Cocktail, and then throw the item into the middle of your flammable enemies.

These are perfect when your targets are grouped close together, as they are in the next room! Try one of these out to see if you like them.

MOLOTOV COCKTAIL

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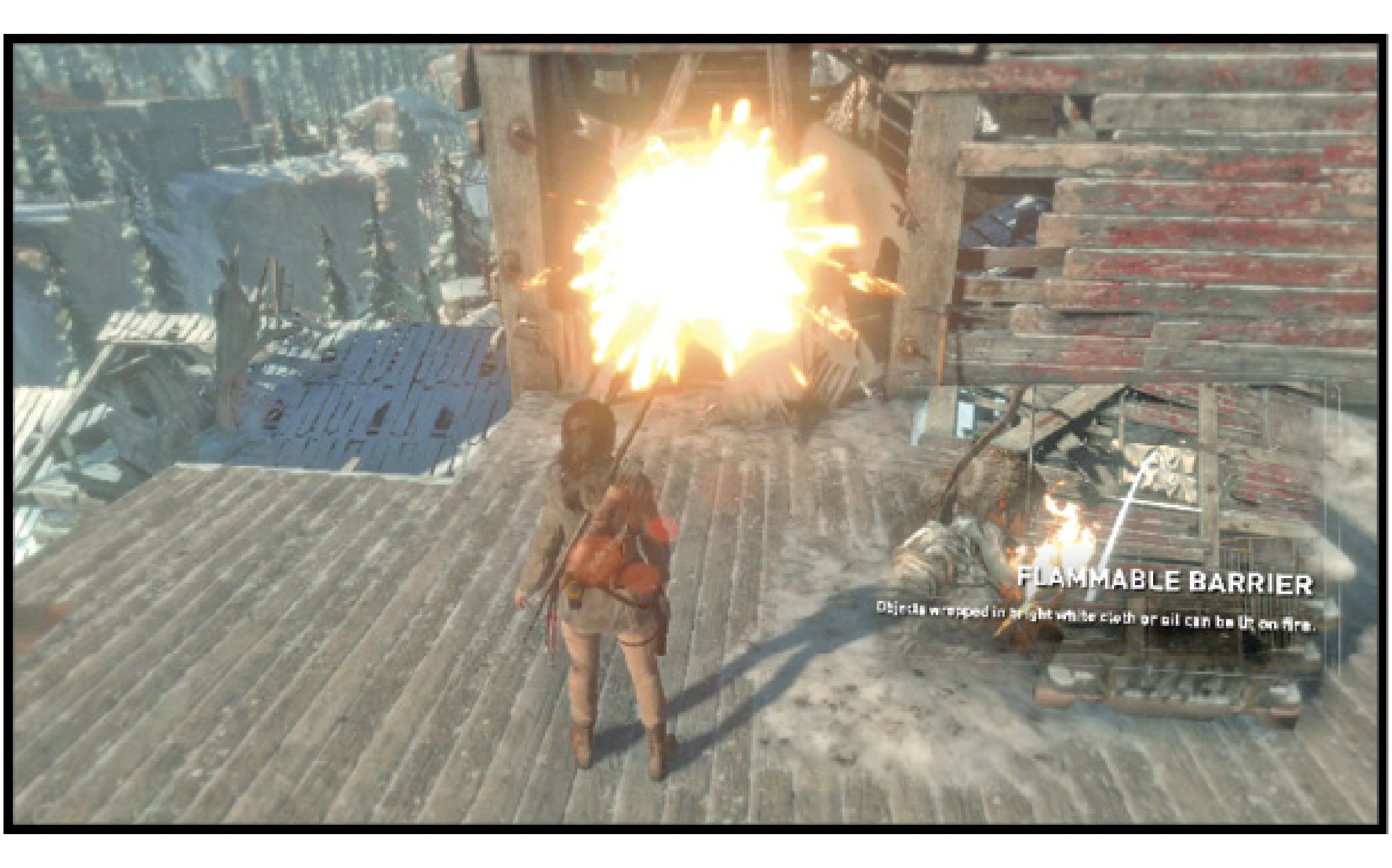
These are perfect when your targets are grouped close together, as they are in the next room! Try one of these out to see if you like them.

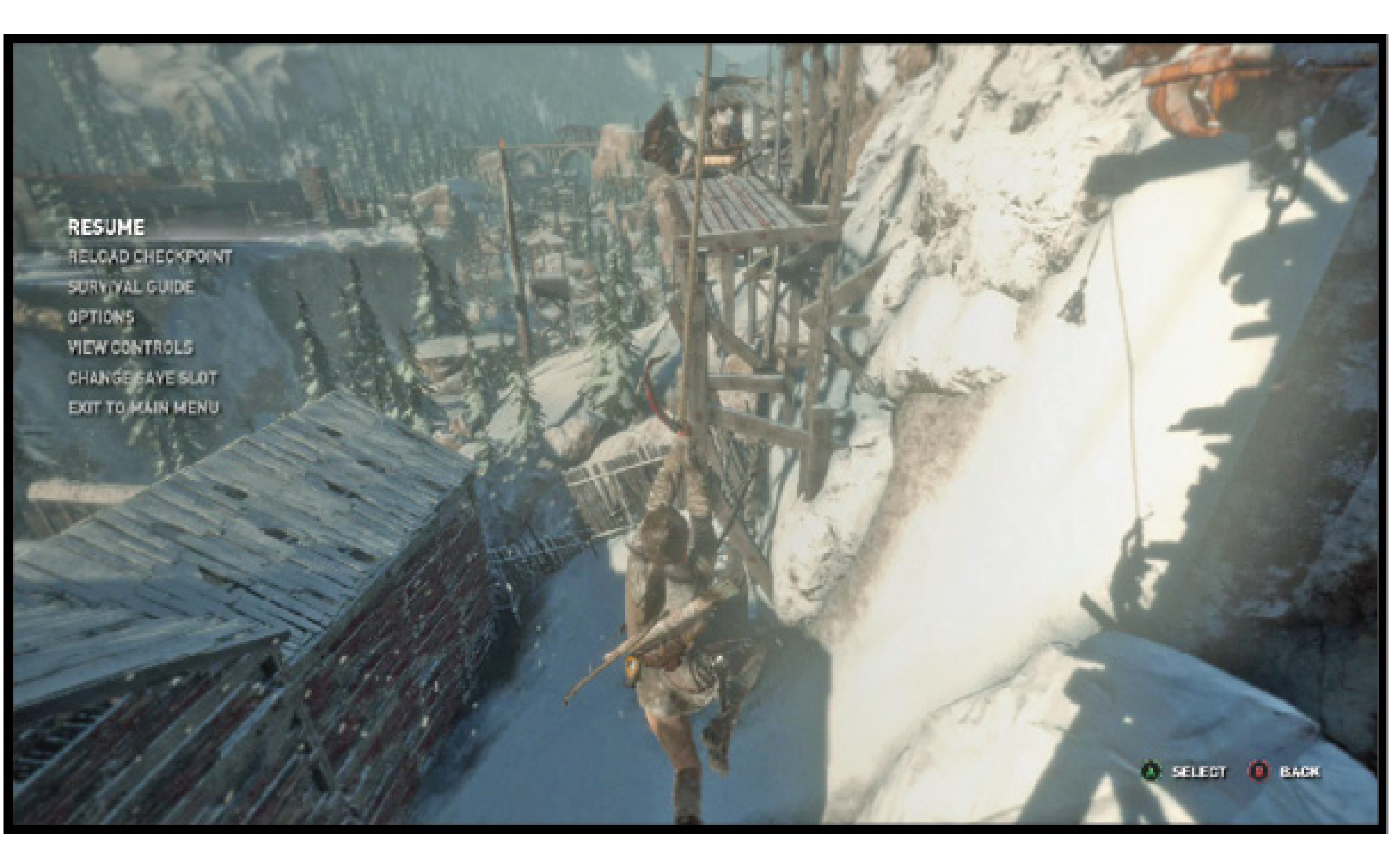
Kill the men in the room with explosives and then gunfire to finish the job. Search for ammo, and then climb a small bridge toward an upper floor. There is a hidden Tomb entrance in this area, if you're up for the challenge! To access the Tomb, climb onto the platforms above and behind your current position. Drop down into the locked area below, and proceed from there.

When you're done, or if you choose to skip the Tomb for now, return to this area. Make a Molotov to burn through the canvas barrier on this platform and go into the building through your new entrance.


FLAMMABLE BARRIER
Objects wrapped in bright white cloth or oil can be lit on fire.

Search for crafting supplies and a **Relic** inside that room.

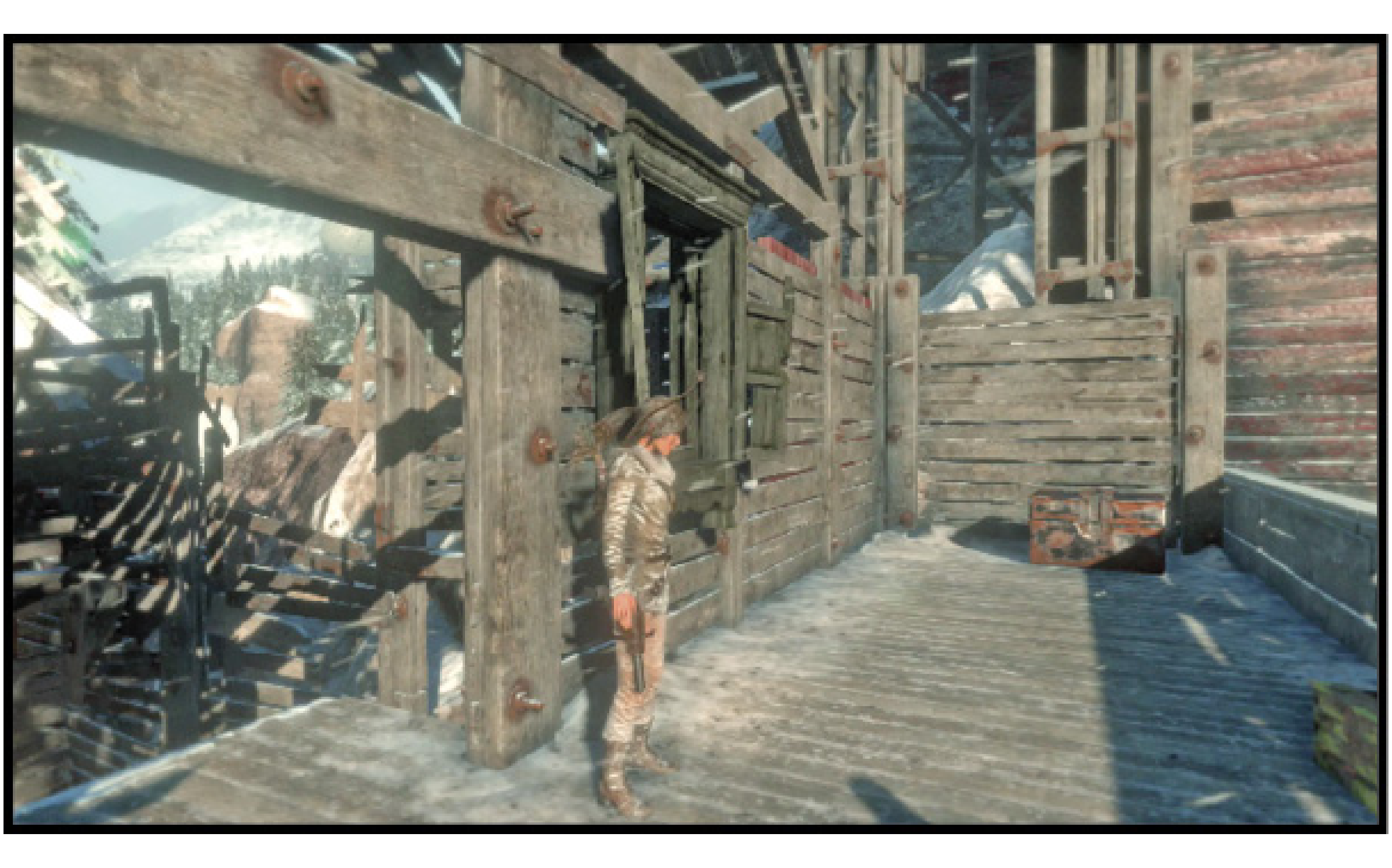
Look for an opening on the main floor and stand next to a Rope Coil there. Shoot a hanging Rope Coil ahead of you to swing across the gap, and jump down on the other side. Use your Bow and Rope to pull down debris in front of Lara, and then jump toward the objective.



Make a precarious walk across ancient scaffolding, and jump onto a rocky wall as soon as you can. Use your Axes to shift left along the cliff, and pull yourself to the top when you see a platform above. Climb a water tower and jump onto the building across from Lara. Trinity men are up here, so hang onto the ledges until you get a good opportunity to climb up and ambush the Soldier who is talking on his radio.

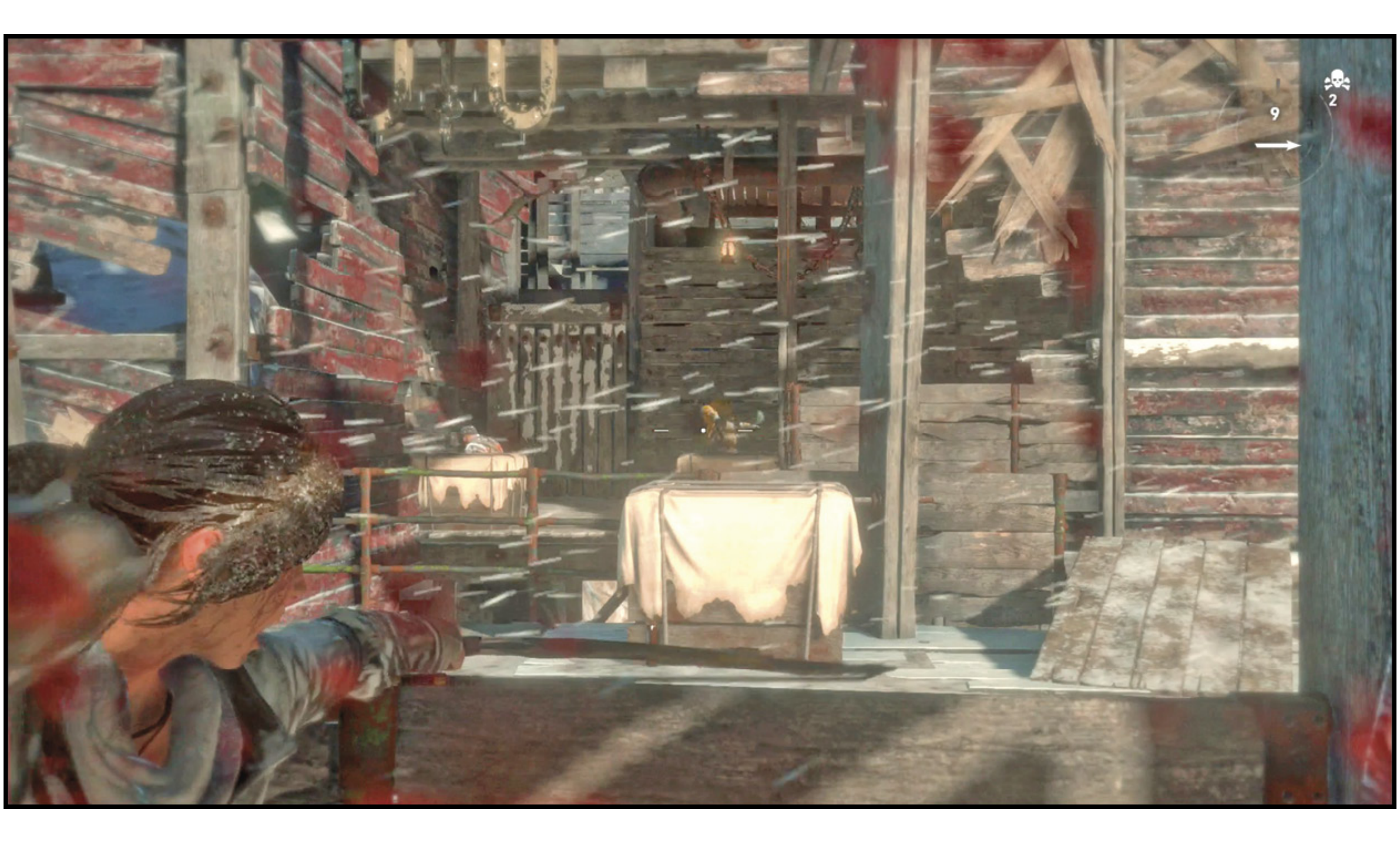
Assassinate the Soldier and go into the room on your left. Cross the damaged beams and vault through the opening on the right to get onto more solid ground.

A **Strongbox** is on that platform, but it's locked. You can only open it if you get the Lock Pick from the first Mission in this region. You get another Bow upgrade if you open this, so hopefully you have that Lock Pick in your inventory!



Walk to the edge of that platform and look southeast across the area. There are two Coils that you can connect. Do so and zip line to the lower section. A fight breaks out between Lara and a legion of armed Soldiers. Take cover and deal with this contingent of Trinity. Because you have so many places to hide, the battle isn't too bad. Switch between cover if any grenades come your way, and snipe your targets. Don't stay out in the open, and don't charge anyone for melee attacks here (they have too much backup).

A couple of the targets are in elevated positions on the next building, around the bend. Kill them and then jump to some handholds on that building. Shimmy around the right side, pull yourself up, and search for a Document. If anyone is still alive over there, this route flanks them quite well. Go ahead and search their bodies if they're already dead.

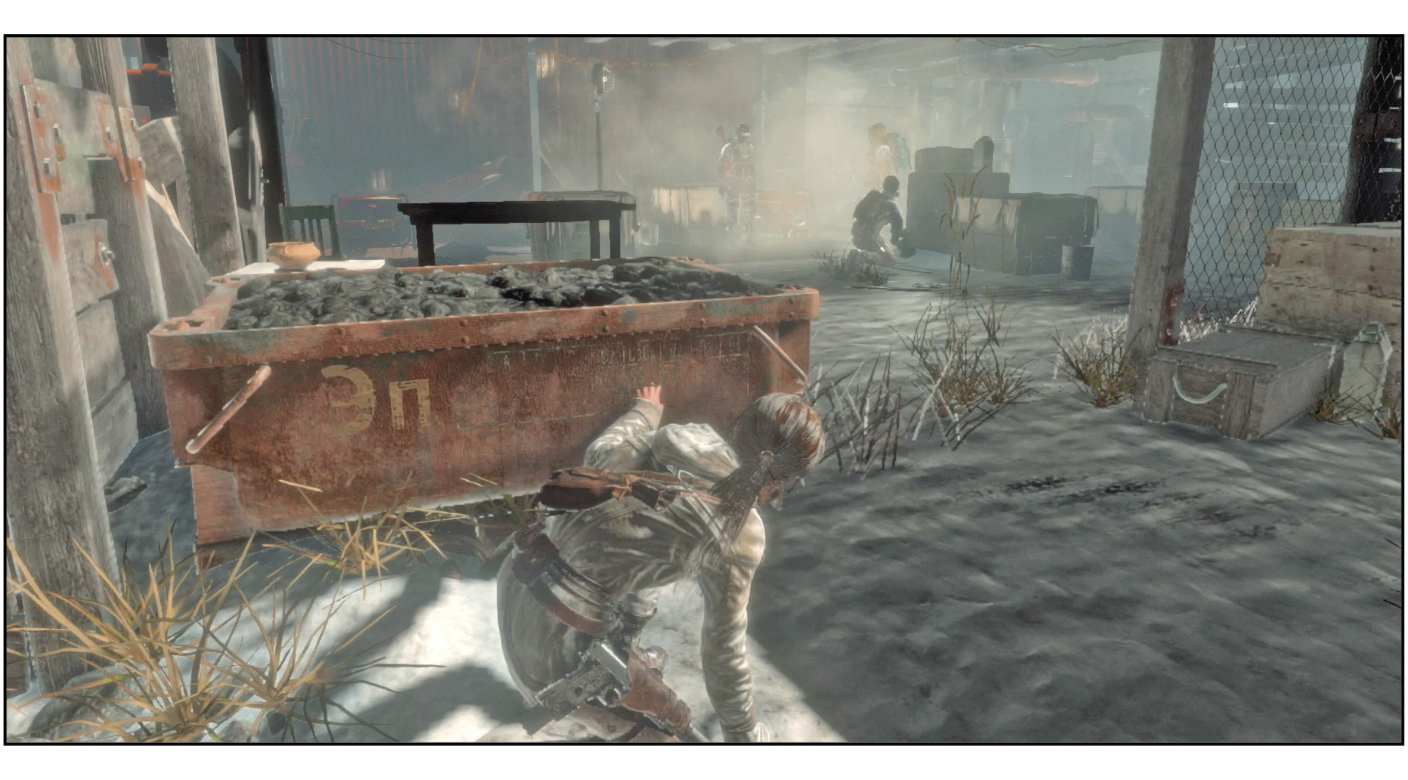


Take more handholds up toward the highest tier of the building. You find a **Document** up top. A **Relic** is on a ledge across from there. It's reachable if you jump from the top of the ramp and catch yourself on the way down.

Collect the nearby items and then look for a hanging Rope Coil at the edge of the main platform. Swing across to the next ledge and go inside while you talk to Jacob on the radio. It's dark in there, but you can still see a little. Jump to the top of a metal pillar in the corner and follow the voices. Trinity is close by.

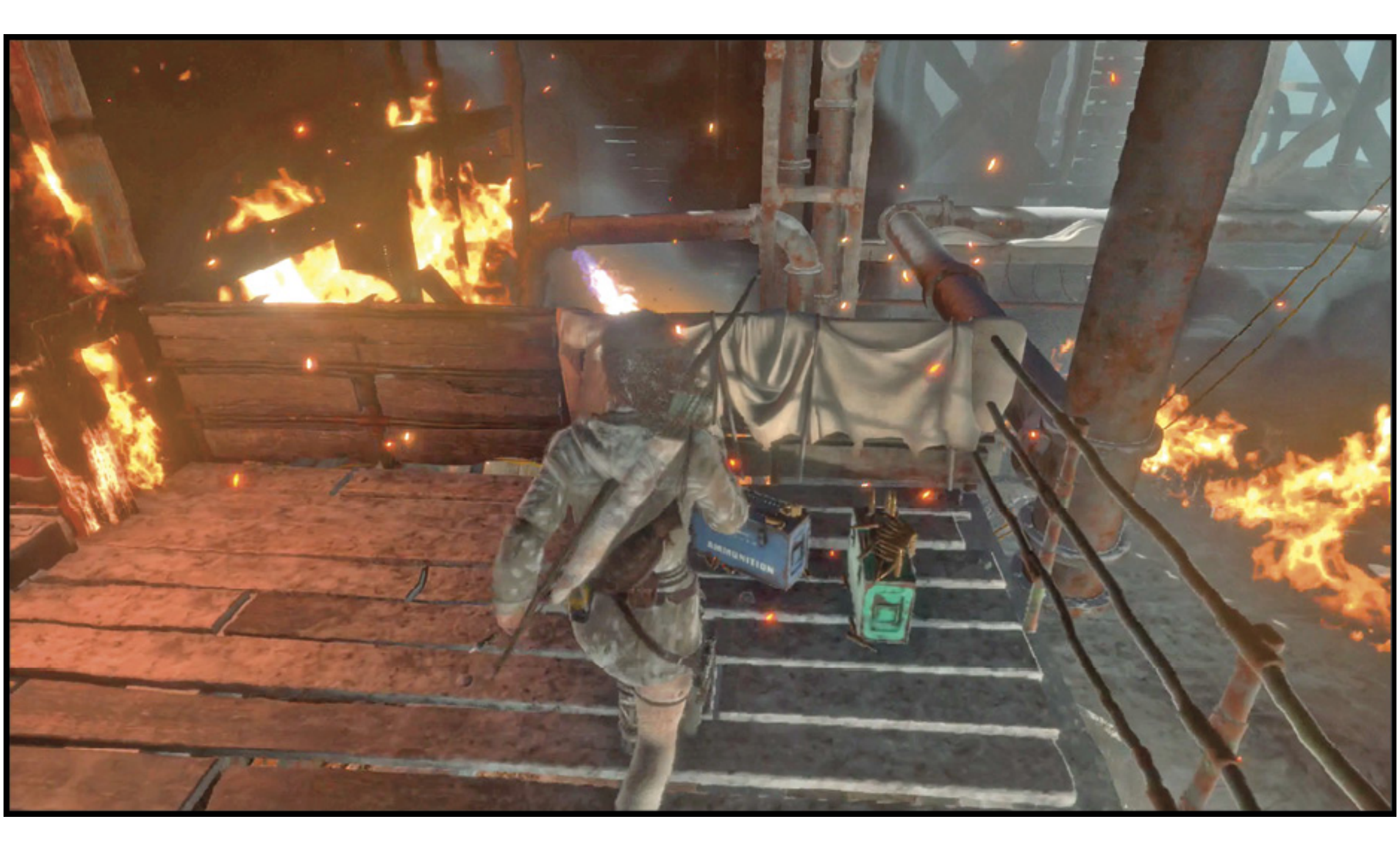
REGROUP WITH JACOB

Two Soldiers and an Armored Trooper are chatting away in the next room. Hide as they talk, and line up your attack. A Shrapnel Grenade would work wonders, and there are Cans in the area. Failing that, ranged headshots let you eliminate the Armored Trooper before he knows to dodge, and then his companions are easy pickings. There is also a gas generator next to the men, and shooting that causes a huge amount of chaos. You have so many options!



Kill the men and use fire (from a Molotov) to destroy the barrier and ignite leaking gas on the right side of the room.

Wait for the immediate fire in front of you to die down before continuing. Duck through the smoky hallway, and pull out your Assault Rifle or another good ranged weapon. Several Soldiers attack from decent points of cover as you advance, and a fast weapon ensures that you can put them down before they become a huge threat.



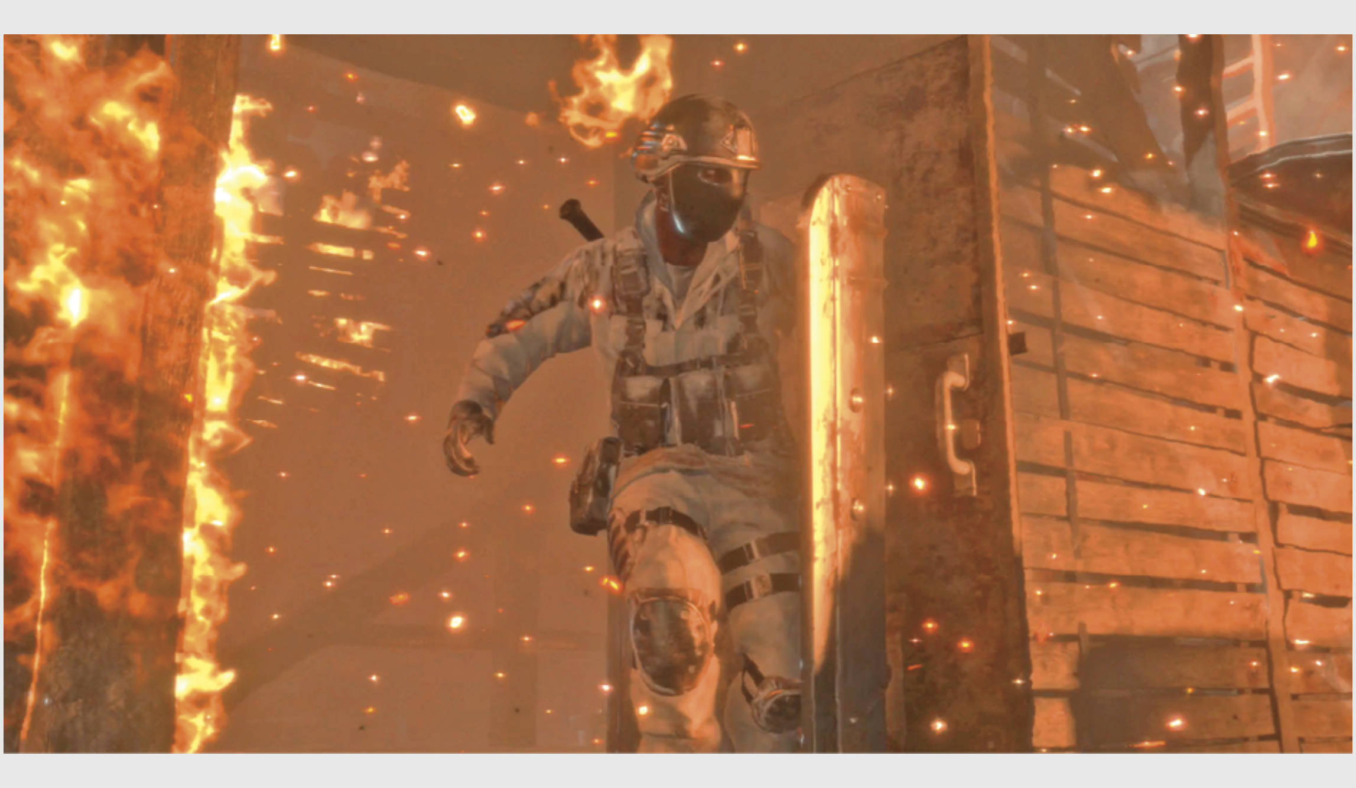
Ammunition is everywhere; put multiple rounds into each new target if you're at all worried, because you are often going to find even more ammo than you can use. The enemies have Assault Rifles and grenades, so they're able to toss plenty of damage in your direction too. Back away to heal if you're starting to have issues.

This fire is making things hard for everyone, but you have to keep advancing. The room at the top of the inferno has only a few Soldiers at first. Take them down and wait for the door to open. Two Defenders enter, and another guy up top comes in to throw grenades at you.

THE FRIEND OF YOUR ENEMY IS YOUR FRIEND?

Do not hurt the grenade tosser. That guy is your best friend, even if he doesn't mean to be. Lead the Defenders around and don't attack them. Instead, allow them to approach until a grenade lands close by. Flee from the grenade and let the explosion damage the Shieldman. Repeat this until both of the heavies are dead, and then kill the guy above.

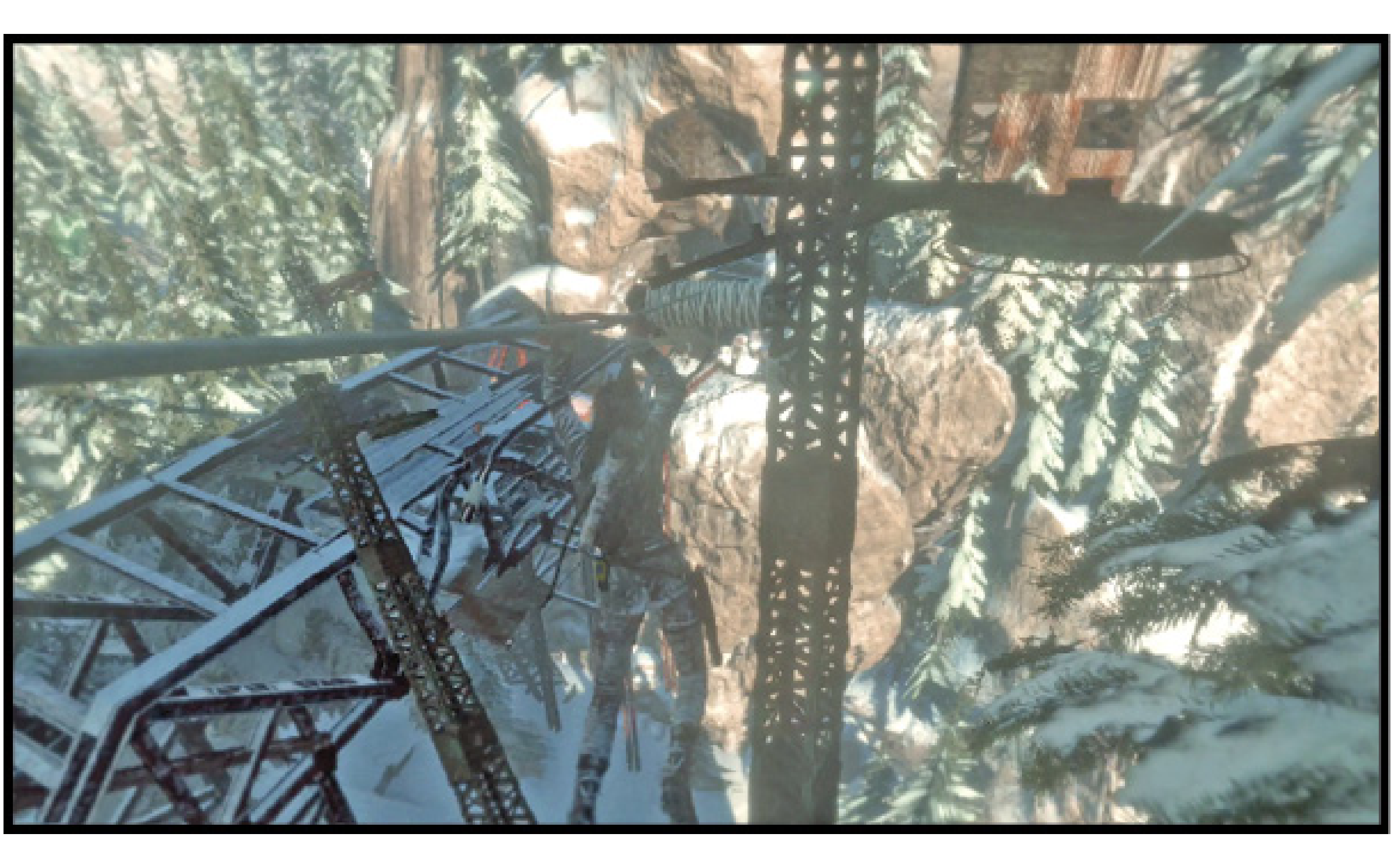
Alternatively, you can craft Molotovs with the Bottles in the room. Throw them behind a Defender and let the explosion kill the enemy from his unprotected side. Either way, you win.



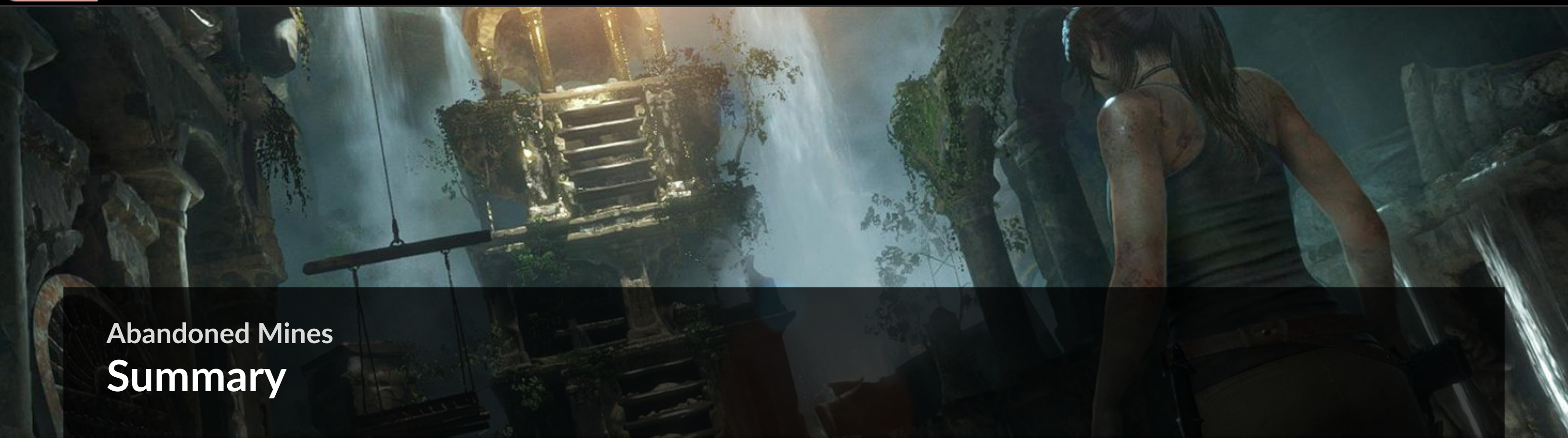
NO TIME TO WAIT

On the highest difficulties, it's risky to wait for the grenades to take out the Defenders. That forces you to spend way too much time out in the open. If you're nervous about that, use Poison Arrows against the Shieldmen. This disables them and does enough damage to sometimes kill them outright.

Be aware that they'll also get an additional buddy during the fight. Craft extra Poison Arrows so that you don't run out of dirty tricks!

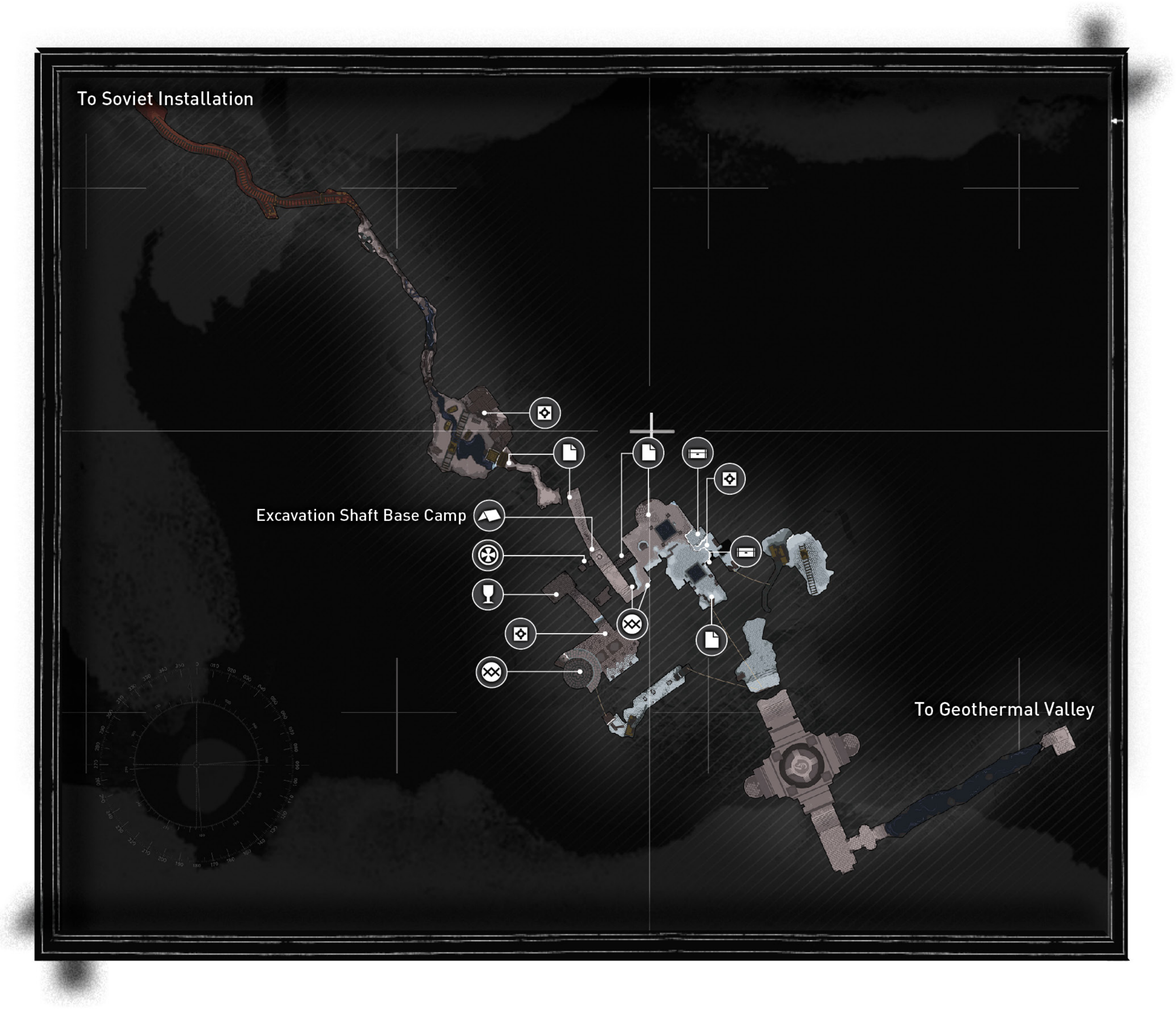


Beating that battle effectively finishes the map. You only have to climb to the top of the building and form a Rope line to get out of there before the entire place burns down. Zip to a lower spot and meet Jacob. He leads you into the Abandoned Mines.



Abandoned Mines

Summary


To Soviet Installation
Excavation Shaft Base Camp
To Geothermal Valley

REGION SUMMARY

Strongboxes	2
Relics	1
Documents	5
Murals	1
Survival Caches	3
Coin Caches	3

MAIN OBJECTIVE

» Pass Through the Mountains

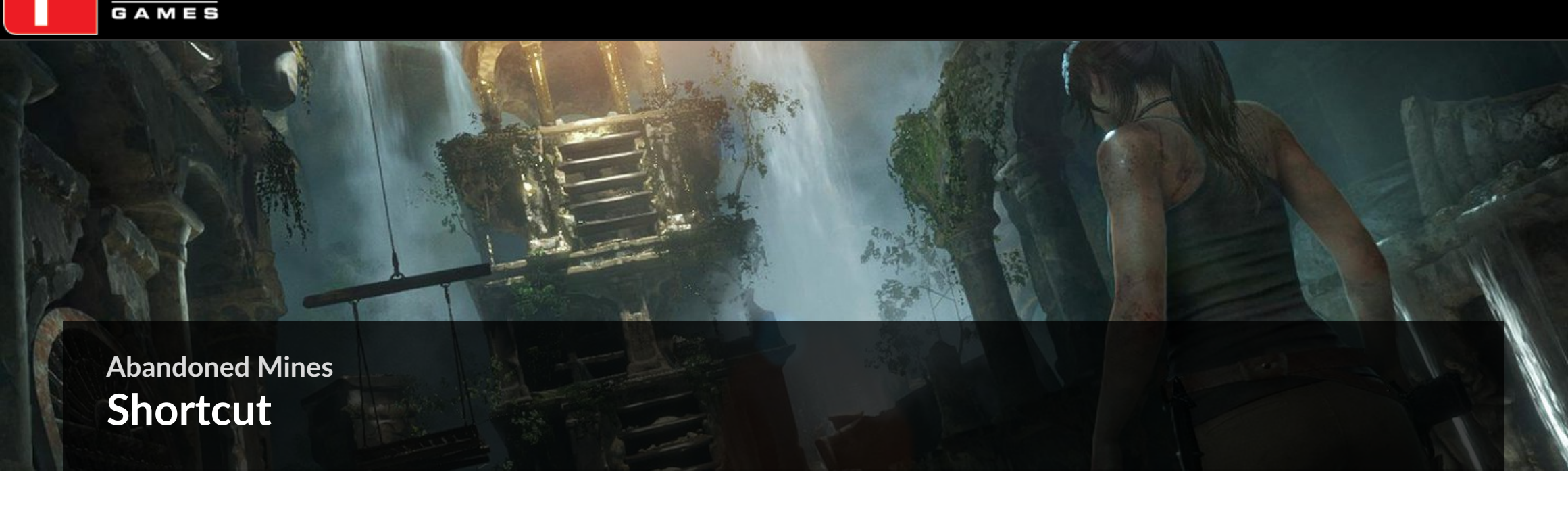
CHALLENGES

» None

ENEMIES AND PREY

» Trinity Soldiers

» Defenders



Abandoned Mines

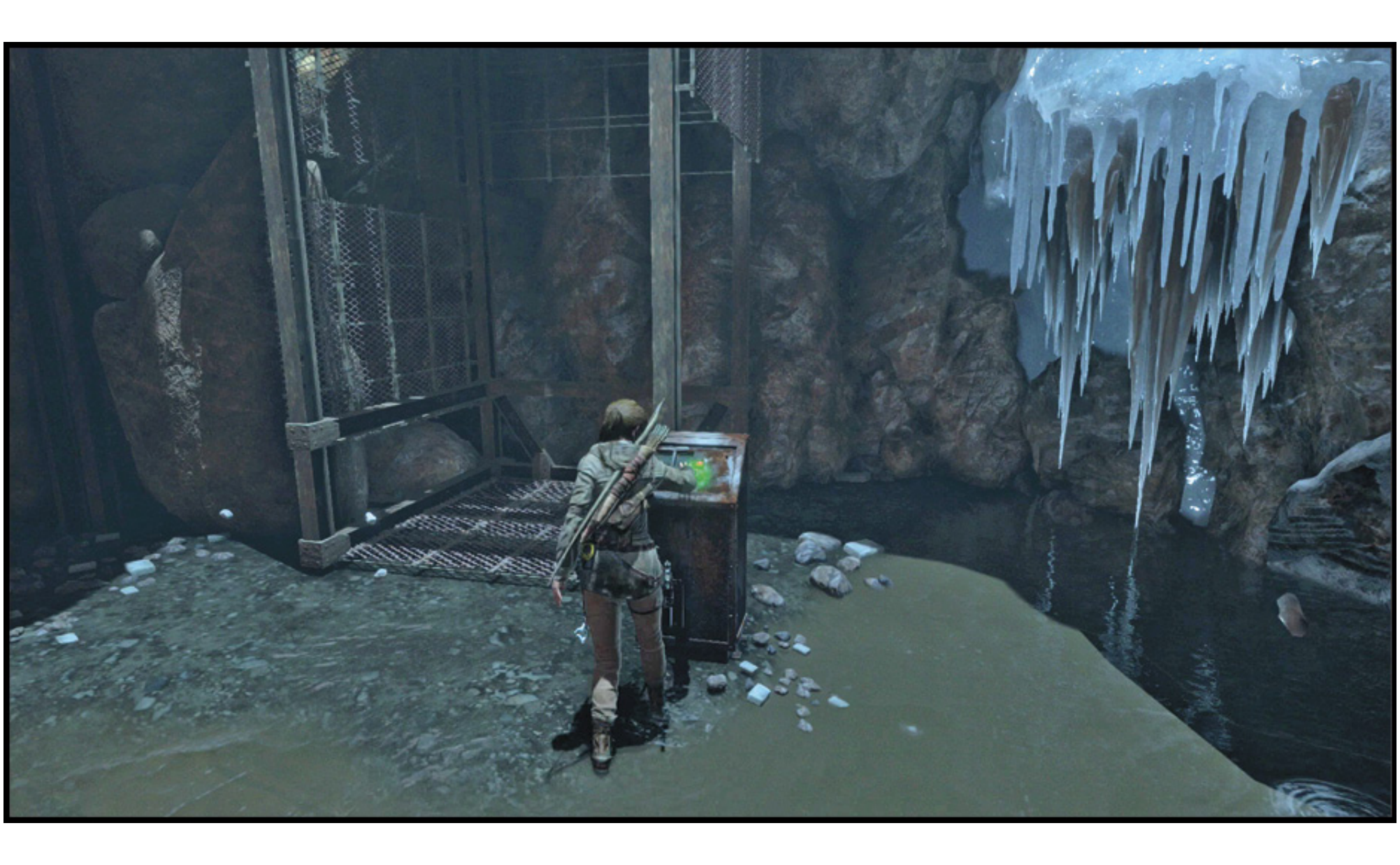
Shortcut

FIND A WAY THROUGH THE MOUNTAINS

Follow Jacob through the old mines while he talks about the place's history. There aren't any collectibles in this part of the tunnels, so pay attention to the conversation and enjoy the moment of relative peace. It ends soon enough, as the two of you are separated again.

Sprint down the only route you can take as boulders and debris collapse all around you. Speed is your only friend because there isn't anything to find, take, or kill. Keep running until there is a short cutscene and Lara dives to safety. She radios Jacob and you soon regain control.

Roll through a gap into the cavern ahead and take cover. Three Trinity Soldiers are doing their best to deal with a few problems, and they're unlikely to notice your approach. Use a well-aimed headshot to kill the man on a catwalk. Then, bring down his buddies any way you like. The Soldier above is hard to hit because he keeps moving around. Be patient and get a little farther to the side before shooting him if you want to ensure that sweet head pop.



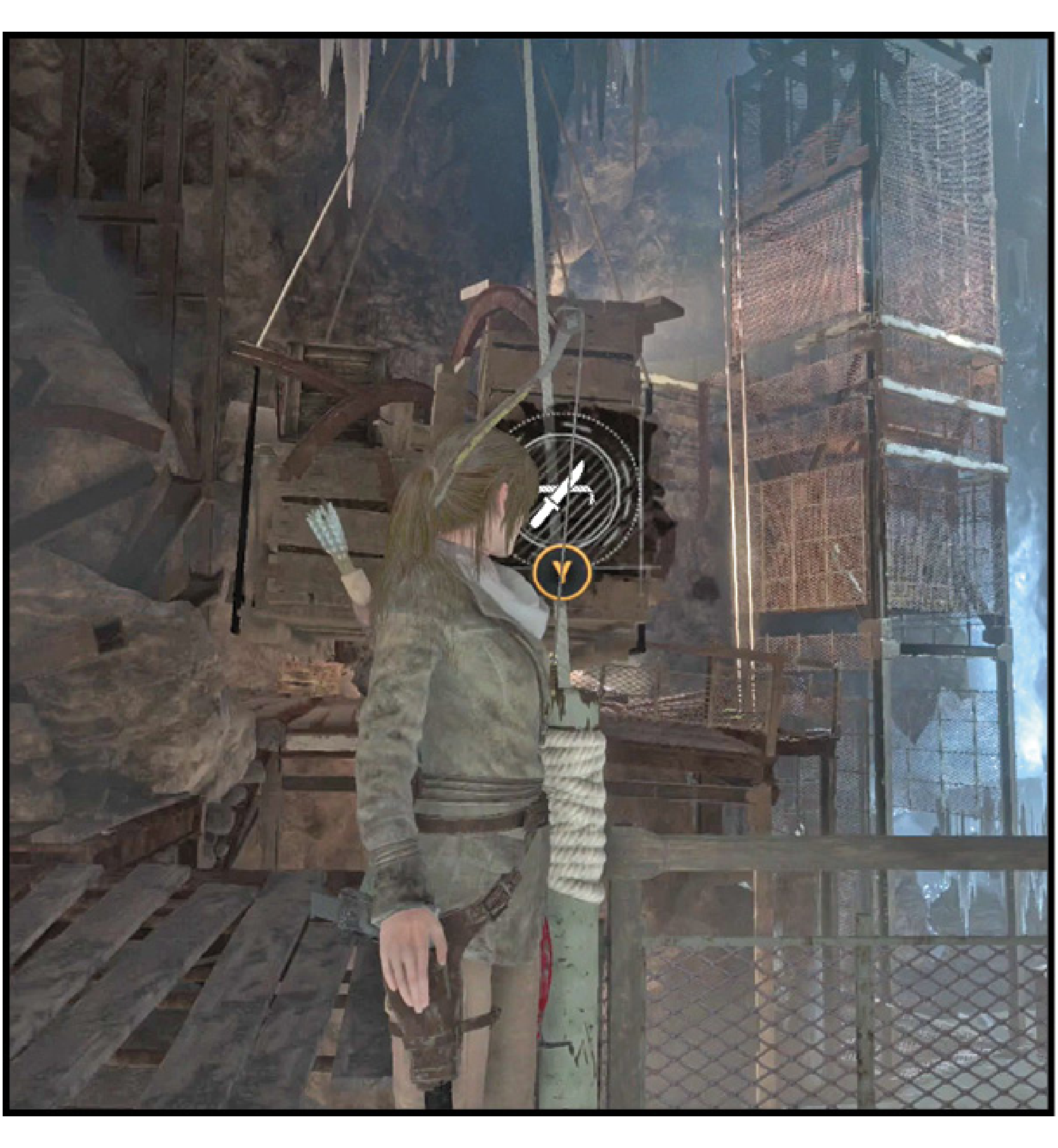
Search for Arrows and a few crafting items. There is a **Survival Cache** along the left wall. It's very hard to spot, but it is absolutely there if you take the time to find it. Next, try to use the elevator controls to get out of here. They're not working very well, so you have to find another route of escape.

Push the cart on the nearby tracks over to the wall. Climb onto it and hop up to the catwalks. Look on a crate for the **Combat Knife**; this is something that you've been needing for a while.

IT SLICES, IT DICES

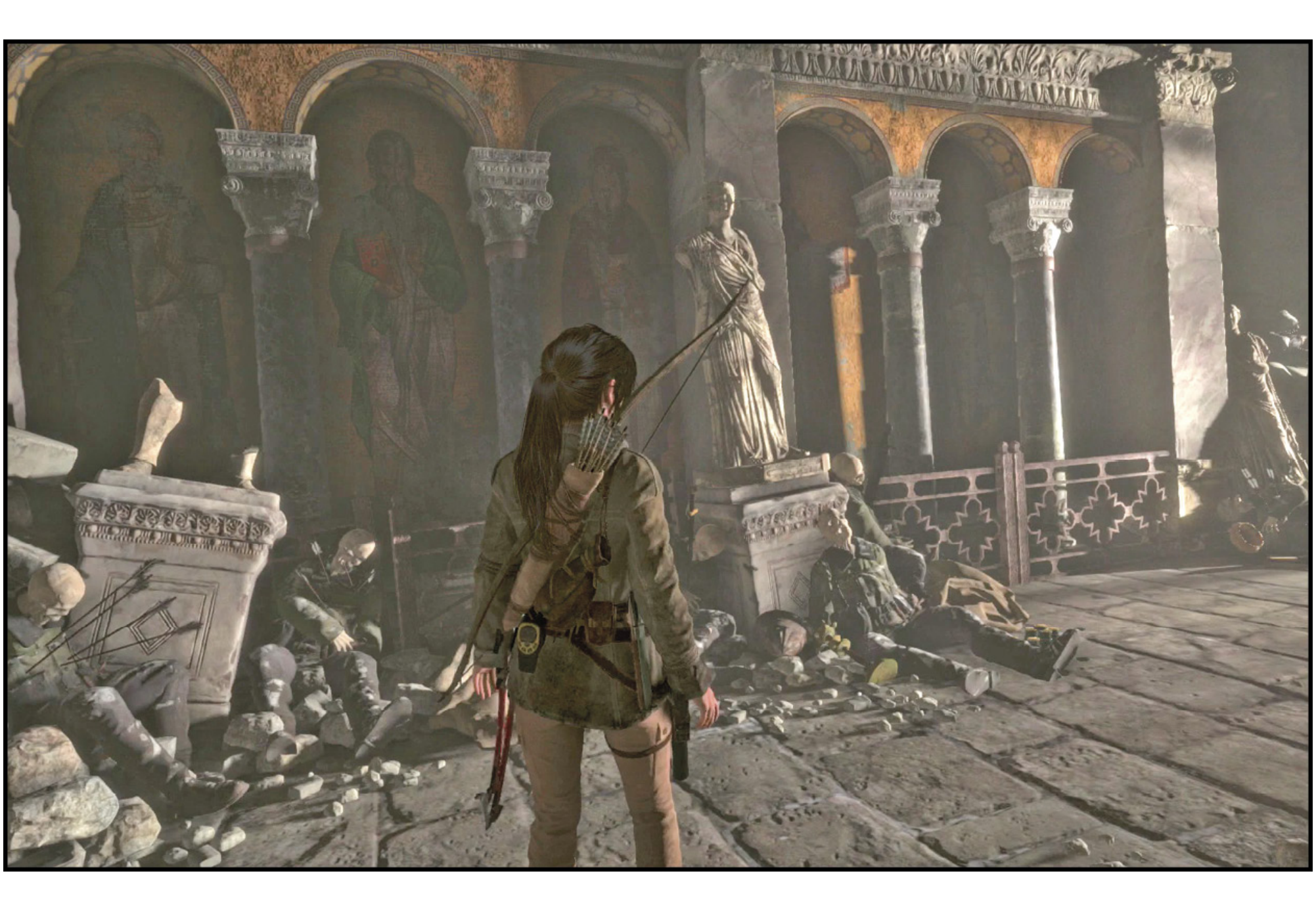
The Combat Knife cuts Ropes. You use it to bring down suspended crates, to cut down flags, and so forth. You've likely seen multiple things already that would have required the Combat Knife, so finding this is very awesome.

Now that you're armed with the Knife, use it to cut down the hanging crate that is blocking your way forward. Leap across the gap and use the Knife again to cut through the two lines holding up the elevator. You can't climb up the shaft, but get into it and climb on top of the elevator.



Turn to the right and jump onto an ice wall. Cling there with your Axes and start to climb. At the top, look to the left and jump back to the elevator shaft. Grab onto a handhold, shimmy to the left, and keep going up. Pull yourself to the top of the shaft and get onto solid ground.

A Russian **Document** is on top of a box (Noble Efforts). Get that and then look for another one (Missing Men) inside the next big hallway. There are also a few **Coins** on the floor. Get these and watch your step as you proceed. There is a spike trap in the middle of the floor, and you need to jump over it.



Follow the path to a new Base Camp (Pantheon Corridor). You cannot Fast Travel back to the old camps from here, but at least you can spend any excess resources or buy a few new skills. Examine the **Mural** across from the Base Camp before you leave.

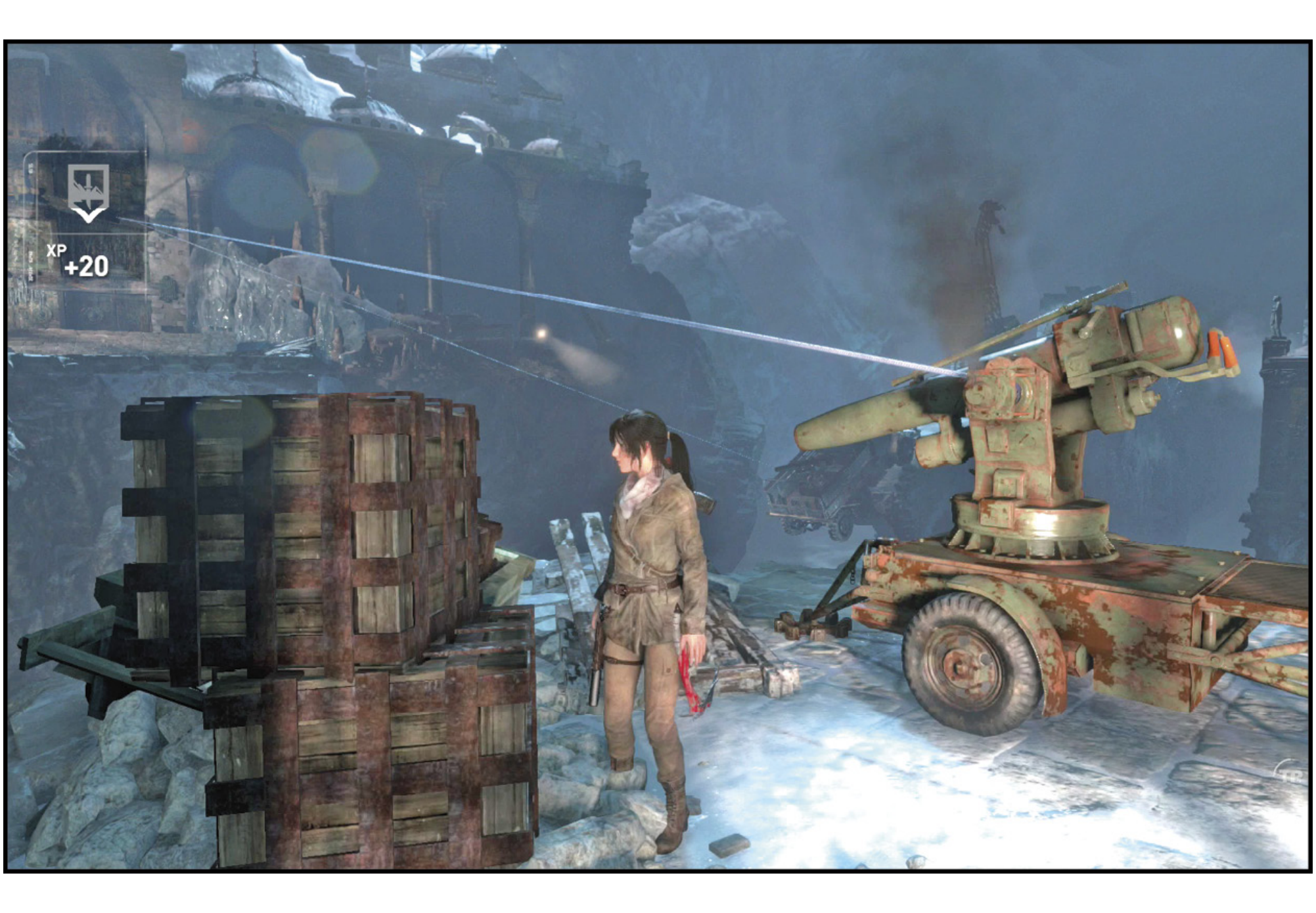
Take the path up a bit farther so that you can see more of the caves. There are several large blocks of land in this central cavern. You're getting onto the biggest one right now, and four others are beside it and to the south.

On the way south, toward your objective, you meet a group of Trinity Soldiers. They attack in small groups as you try to get past them. Keep Lara at the western side of the room to avoid getting caught in the open. Use your Rifle to take out targets at long range, and focus your fire specifically on the guys who leave cover to rush you. Don't allow them to force you into melee while their friends fire safely at you from range!

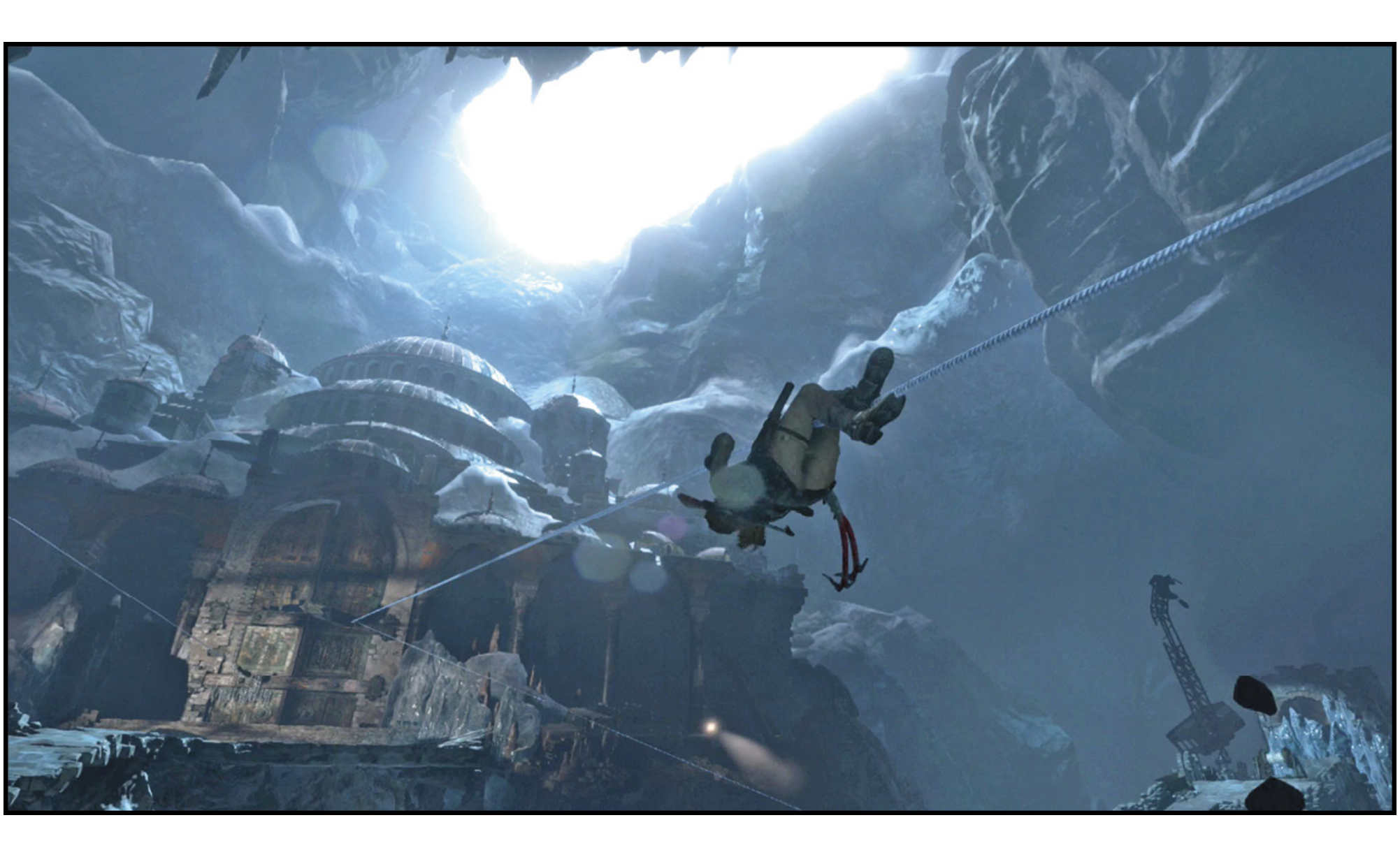
Loot the area when the battle is over. The northern end of the room has a Document (Radio Silence). Take that and continue south.

BREAK THROUGH THE DOOR

As you approach the southern point of the area, the cavern widens, and you can see a massive door in the distance. Go to the edge of the chasm to the south, near a zip line, and look for a damaged, old cannon. Search a box next to it for a **Document** (Resistance). Nearby are boxes of ammo, and a **Strongbox** (next to a shallow pool).

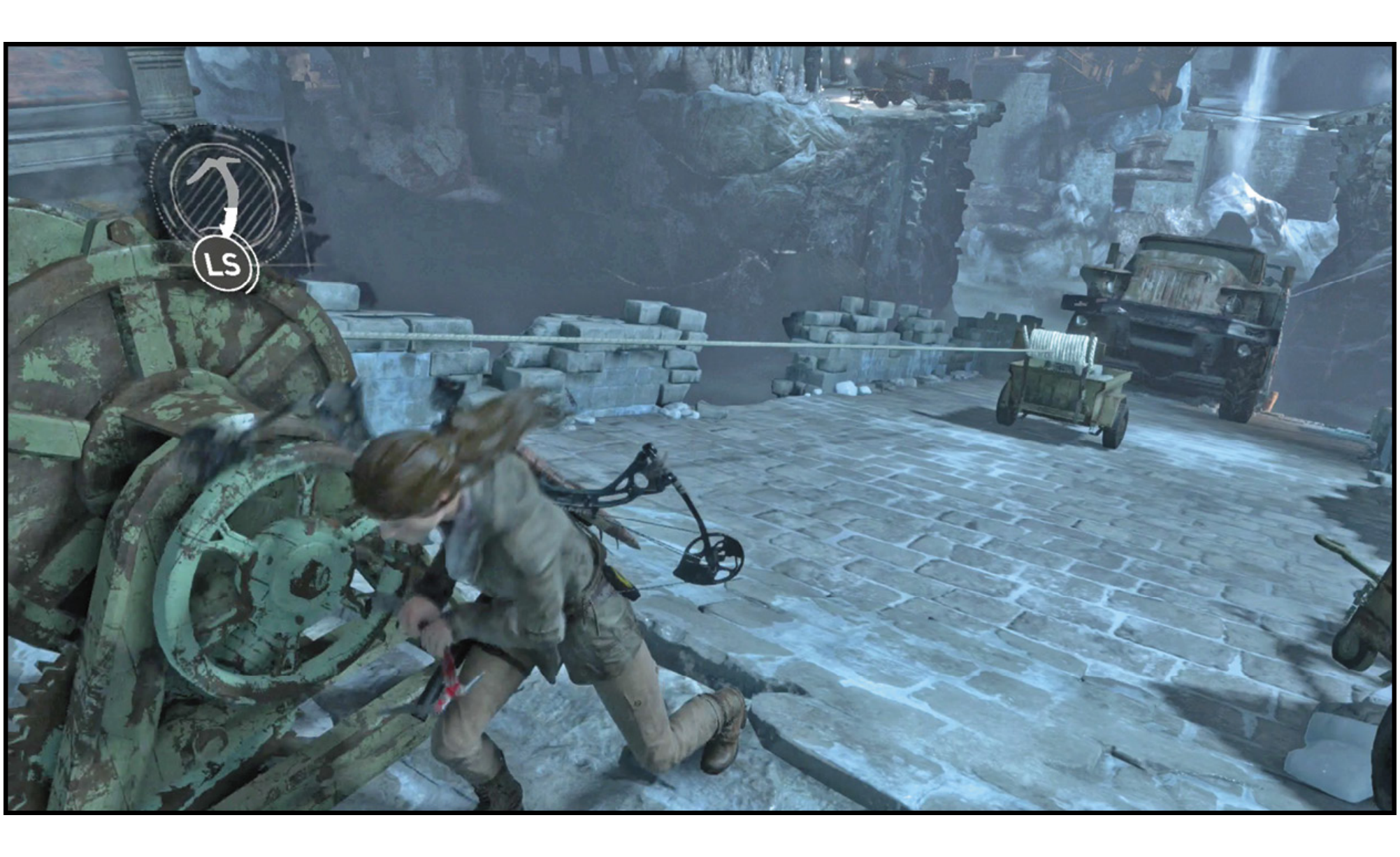


When you're ready, hop onto the zip line that's on the southern cannon. Climb the rope to the next stone platform. That's where the big door is located. Opening it won't be easy because that thing must weigh multiple tons. There are already several lines attached to it, so someone was trying to rip it open earlier. You only have to finish their work.



Run and jump off the right side of the platform to get onto a new zip line. That takes you over toward the southwestern platform. Grab hold of a truck at the end of the line, and shimmy left to reach solid ground.

The truck that's attached to the line is essential for breaking open the main doors. You need to knock it off of its perch. To do this, climb the bridge and Interact with a cart of rocks to push it off the side of the ramp. Next, stand next to the Ropes higher on the bridge and connect them with the hitch on the rock cart by the truck, using your Bow to do this. Turn the crank that's there to pull the rock cart as high on the bridge as you can get it. Leave the crank and cut the cart's Rope with your Combat Knife and watch what happens.



That was a great, destructive start. Follow the platform to the far end and use another Rope to move north onto a new platform. Follow your objectives and drop into a larger room not too far away. This is where a vicious battle breaks out, and this time you don't have any advantages.

Lara comes into the room in a spot where there is no cover, and the enemies are ready for you. Sprint forward and dive to cover near the middle of the room (it's the best you're going to get). Grenades can destroy some of the stonework here, so even this respite isn't that durable.

Three men begin the battle, but there are three waves of Soldiers that attack. It's a mix of close-range and long-range attackers, so you can't hide and pick people off unless you're very quick with your weapons. The Bow is adequate early on, but for the next two waves you're going to want an even faster response unless you've invested heavily in Bow skills.

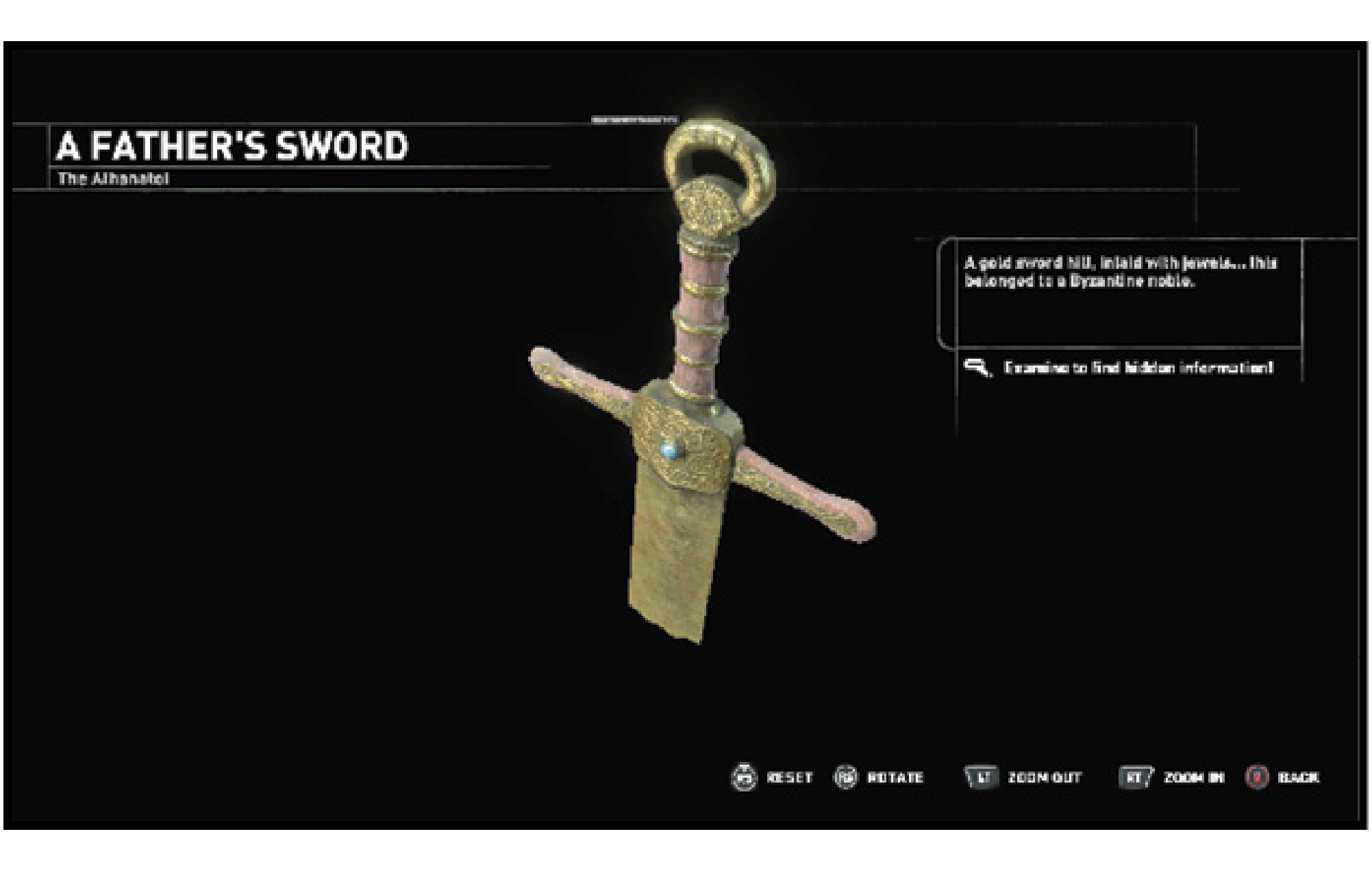
The third wave is the most dangerous. A smoke grenade explodes at the far end of the room, allowing Trinity reinforcements to enter without being spotted. They fire blindly at your position, still getting some hits if you aren't under cover, while a few final Soldiers emerge to attack. Fire into the smoke, nailing anything that moves or shoots back at you. As with all larger fights, you should be free to spend ammo without hesitation. Don't conserve. Survive.

There are Cans on the sides of the room if you want to make Shrapnel Grenades. In the back-left corner, there is also a **Survival Cache**, though you can't get that until after the fight.

Leave the combat area and read the Monolith on a ledge to the east. It reveals the **Coin Cache** locations on this map, so it's very useful. One of them is inside the last room, by the spot where you entered.

The northern exit takes you toward your objective. Be ready to slide a bit as you descend a ramp toward an ice wall. Jump at the end and catch yourself on the wall with your Axes. Climb to the top, and get out of there.

You enter a hallway. To the right, Lara makes progress toward her goal. To the left is a **Relic** (A Father's Sword).



A FATHER'S SWORD

The Alhanatol

A gold sword hilt, inlaid with jewels... this belonged to a Byzantine noble.

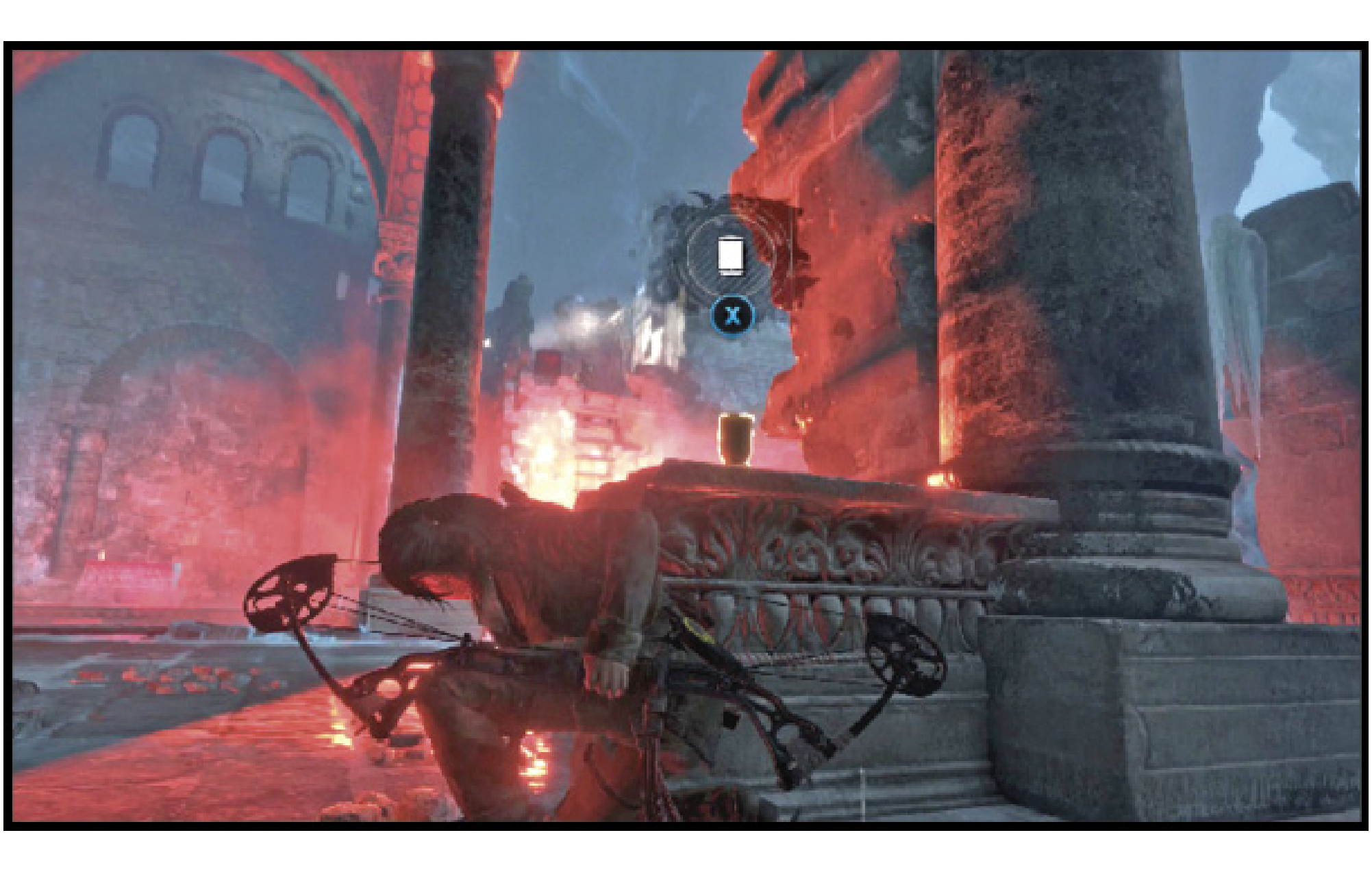
Walk to the end of the hallway and jump across a few pillars to reach the next section. A **Coin Cache** is in a corner nearby, but watch out after retrieving that. There is a trapped piece of flooring to the right. Jump over it and get a few spare **Coins** and an **Explorer's Satchel**. You can now see the other Strongbox and the Survival Caches, if you haven't gotten them already.

Back up a few steps and look down a small side passage. You need to destroy a barrier with your Bow and Rope to get inside. In that hallway there is also a raised ledge with a **Document** (Broken Tracks). This ledge is on the left side of the corridor, before you get to a pit trap.

Finish your looting and climb the ice wall on the right side of the hall to get back to the main level.

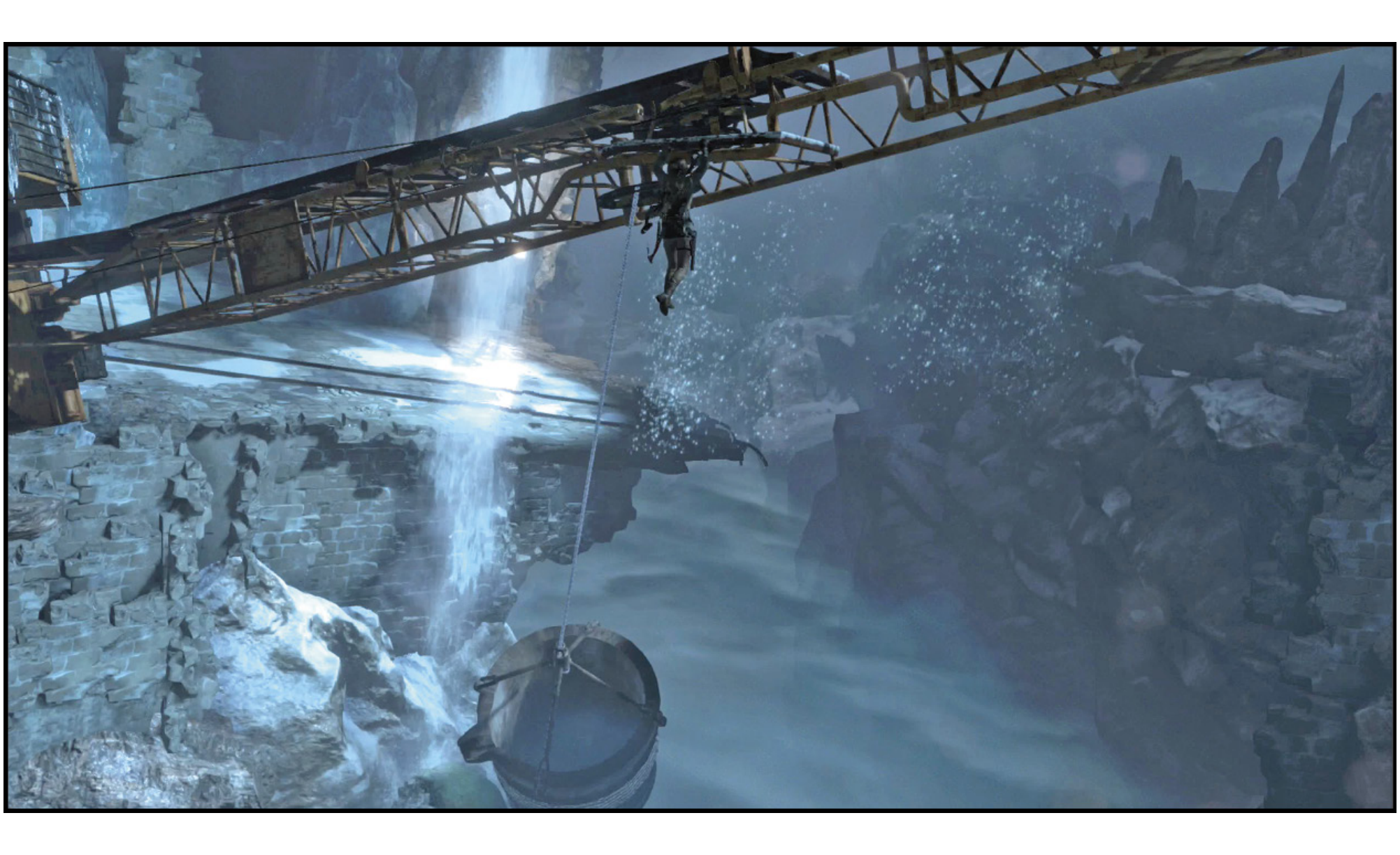
A Shieldman advances while two Soldiers provide suppressing fire, grenades, and a distraction. Stay back, craft Molotovs or Shrapnel Grenades with local ingredients, and use those to kill the Shieldman first. A Poison Arrow works quite well too.

Once the Shieldman is dead, the other two enemies are pushovers. One of them is on a ledge above your position, so make him your next target. Kill both of the Soldiers and move on.

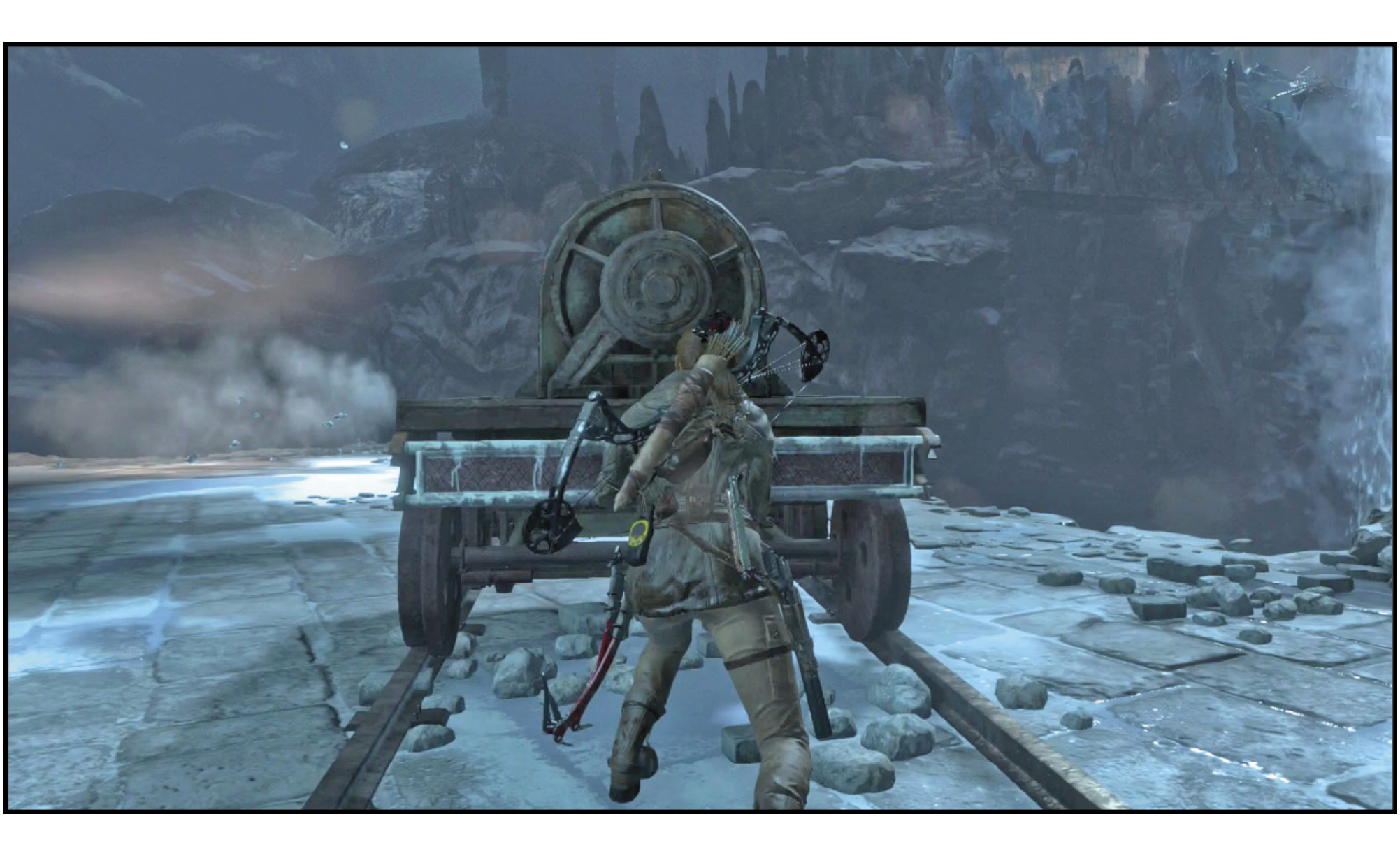


The last **Survival Cache** is close by. Search for it in a dark corner, and then climb a ladder up toward the dead Soldier's firing position. A locked **Strongbox** is there. Use your Lock Pick to open it. Turn around, and search a pile of rubble for a Survival Cache **as well.**

Climb the wooden wall at the back of that area to uncover an **Archivist Map**. Jump across a gap to approach your next objective. Zip across to another platform and watch the scene that unfolds. When it's done, shimmy to the right and climb onto the top of the crane that you're hanging off of. Run to the bottom of the crane and jump onto solid ground.



You have a cart nearby, close to the objective. Push it into place where the objective marker is glowing (use your Survival Instincts if you have trouble remembering where the spot is). When the cart is in position, turn to the right and shoot a Rope line to connect the cart and the hanging barrel. Crank the winch on the other side of the cart to pull the barrel up as high as it can go.

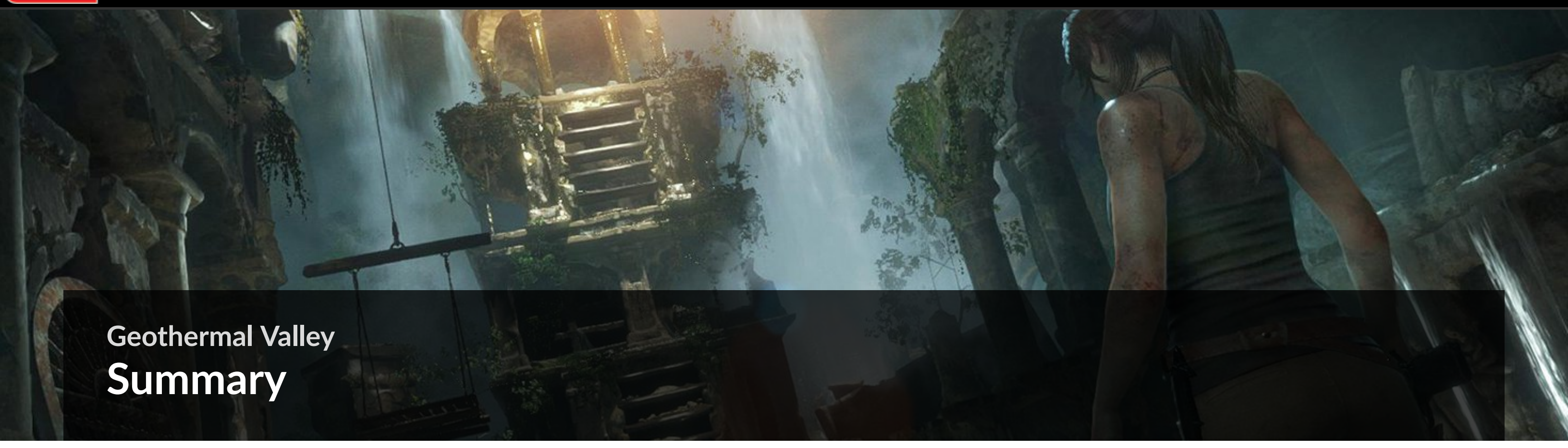


You're interrupted with a nifty scene as the door breaks open. You've done it! But it's also time to get out of here with maximum speed. Sprint forward and jump onto the crane. Dash across that, jump the gap in the middle, and then leap again at the end to make it onto the southern platform. From there, hurry toward the main doorway and jump over the final gap to escape from the area.

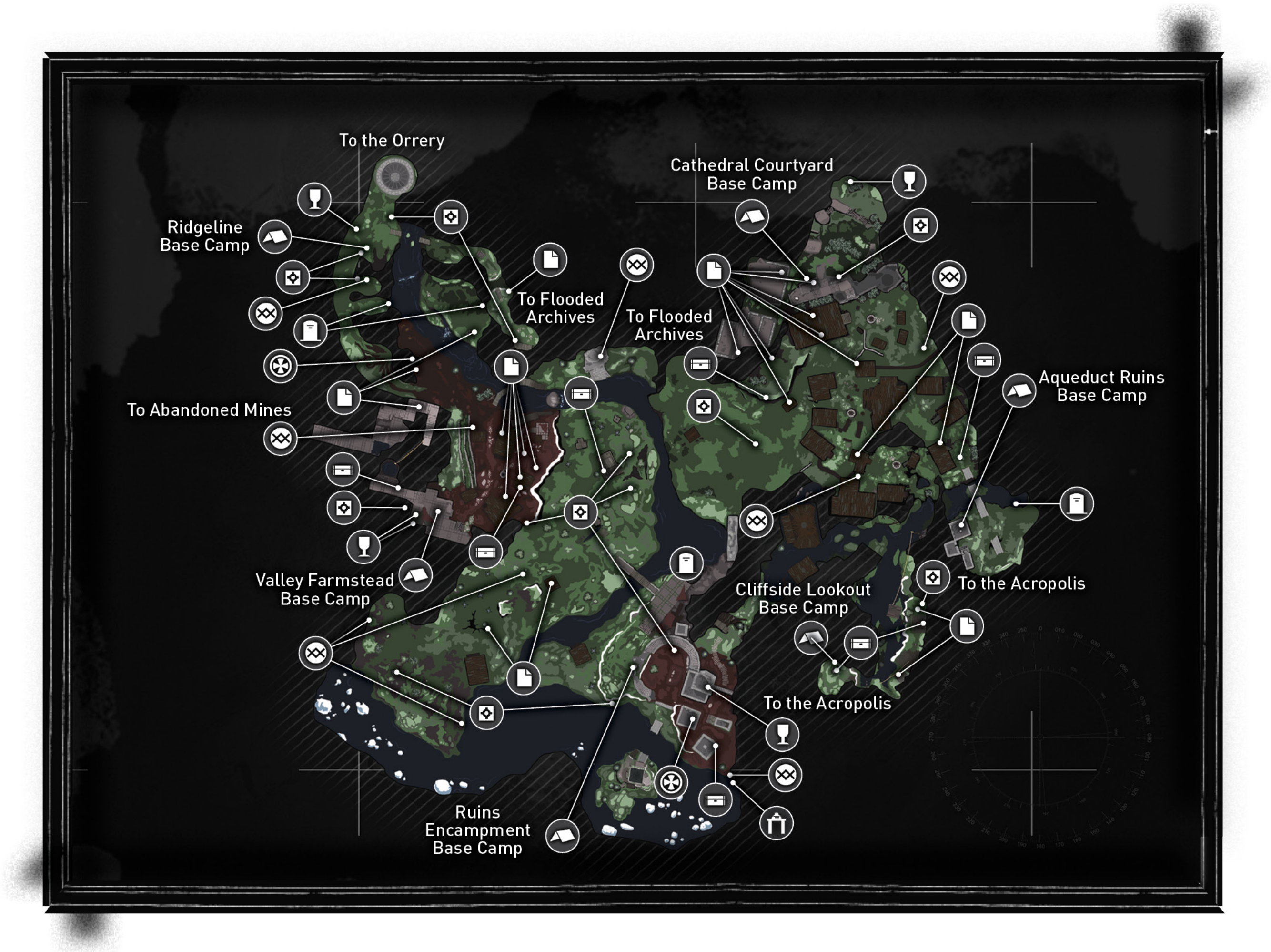
Lara finds a huge statue in the next room. There are a couple of **Coins at the statue's feet, and boxes of supplies are on either side of the main room.**

Take the southern hallway to leave this map. Watch out for a trapped floor when you go around the bend. Jump over the dangerous pit and approach the water at the end of the corridor. Leap in and dive to get under the lower parts of the ceiling that block your progress. The way forward is fairly safe, as long as you aren't too scared of drowning. Make sure not to dive until you're against the far wall of both submerged sections because Lara doesn't have any breath to spare during her dives.

In moments, you emerge in an entirely new area. You've made it to the valley!



Geothermal Valley
Summary


To the Orrery
Ridgeline Base Camp
Cathedral Courtyard Base Camp
To Flooded Archives
To Flooded Archives
Aqueduct Ruins Base Camp
To Abandoned Mines
Valley Farmstead Base Camp
Cliffside Lookout Base Camp
To the Acropolis
To the Acropolis
Ruins Encampment Base Camp

REGION SUMMARY

Tombs	4
missions	4
Challenges	5
Strongboxes	8
Crypt Treasures	2
Relics	13
Documents	33
Murals	4
Survival Caches	20
Coin Caches	9

MAIN OBJECTIVE

» Cross the Valley

CHALLENGES

» Bull's-Eye (Shoot 8 Bull's Eyes with Arrows)

» Fowl Play (Catch 5 Chickens)

» Hung Out to Dry (Cut Down 6 Snared Rabbits)

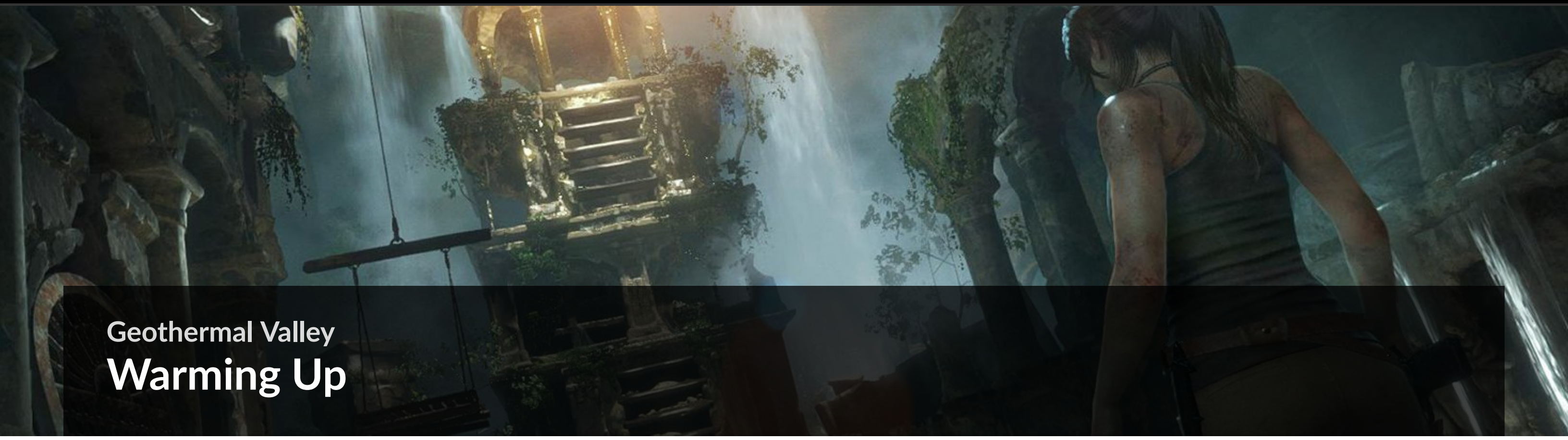
» High Diving (Make 4 Dives)

» Tossing Gourds (Make 5 Shots)

ENEMIES AND PREY

» Trinity Soldiers

» Fireflies

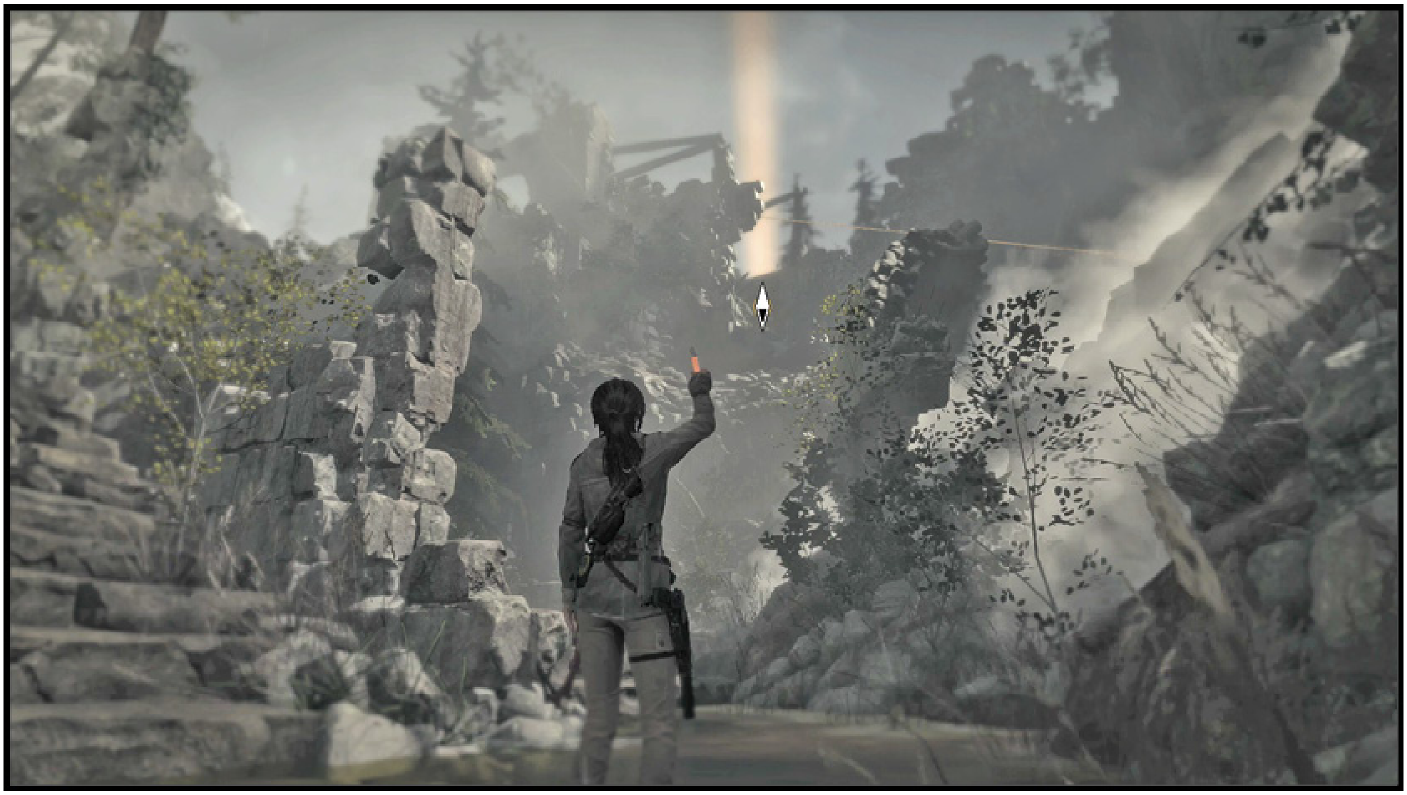


Geothermal Valley

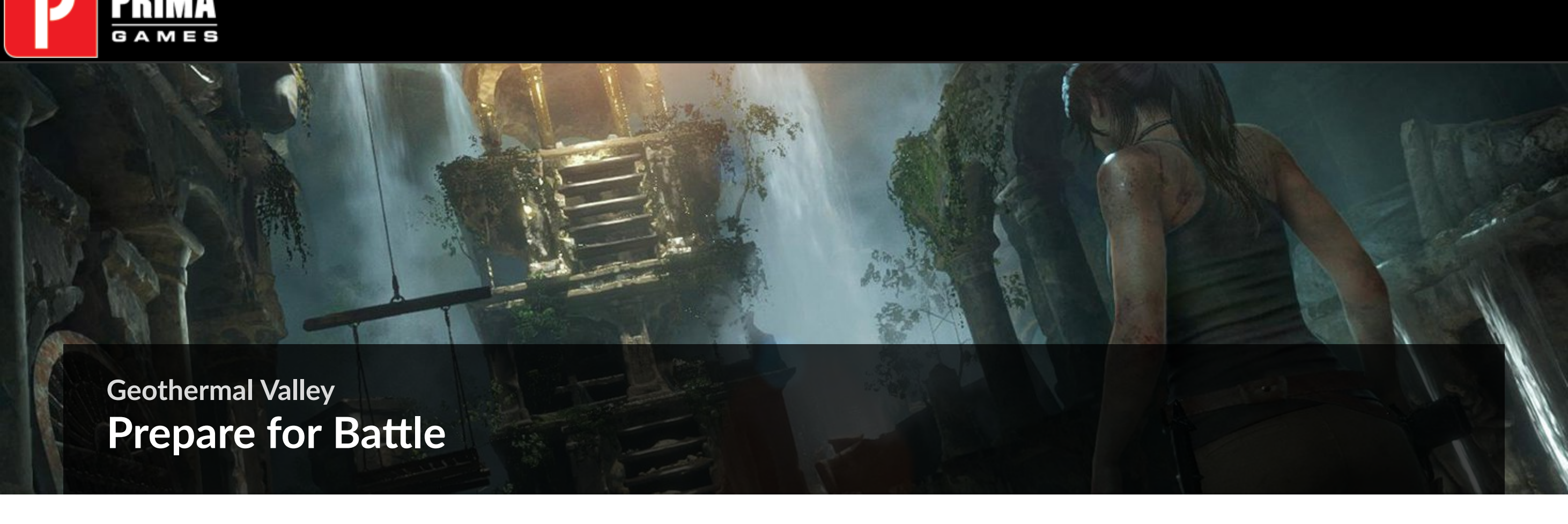
Warming Up

ENTER THE VALLEY

Lara leaves the caves behind and comes out into the light. She's currently in a massive valley that is filled with steam vents. In the middle of Siberia she's actually going to be sweating instead of shivering. Her next objective is higher in the area, so some climbing is warranted.



Turn left and climb a series of dilapidated stairs. They take Lara to a zip line. Slide down that, and watch a scene at the bottom.

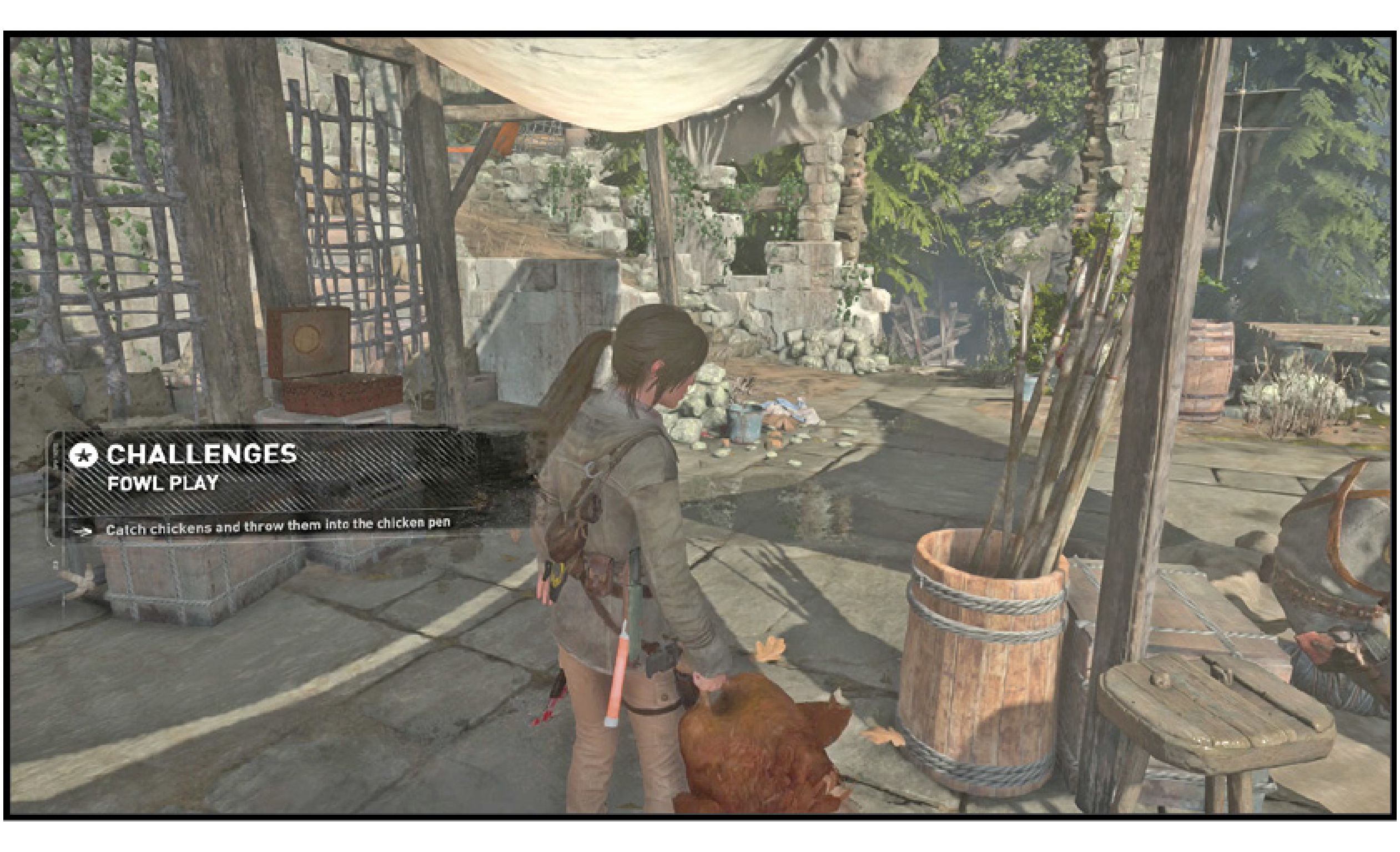


Geothermal Valley

Prepare for Battle

INVESTIGATE THE VALLEY

Look for a **Strongbox** after the scene ends. It's near Lara, and you get a **Crafting Tool** when you open it. This important item lets you create a number of more powerful upgrades for your weapons. Ahead is the Valley Farmstead Base Camp. Rest there and see if you have the materials for any new upgrades! Search the area near the camp for a **Relic** (Planter Vase).



HUNTING AND GATHERING

As with the Soviet Installation map, there are so many collectible items here that it would make the walkthrough extremely confusing to follow if we called out everything that's here. We're going to take you to the next objective, but know that this is a good time to stop and go through "Collecting Treasure" if you're interested in more experience or goodies before advancing the plot.

To proceed, leave the village and take the eastern route away from the buildings. If you leave via the northern route you have to leap across the river to get where you're going. That's fun, but unnecessary.

Approach the objective marker and zip down to the bottom of the valley. Jacob radios in, and you can talk with him while running south. Cross a wooden bridge and enter another Remnant outpost. Warriors are there, preparing themselves for a battle with Trinity.

Gather Arrows and ammo there before you leave, and then continue south, toward the Ruins Encampment. That Base Camp is very useful for getting back and forth between the main valley and the western settlement.

Break camp and keep going south, always to the south. Jacob gives you a task while you're out there. He needs to contact everyone around the valley, and you can help him by lighting a signal fire that isn't too far away from your current position.

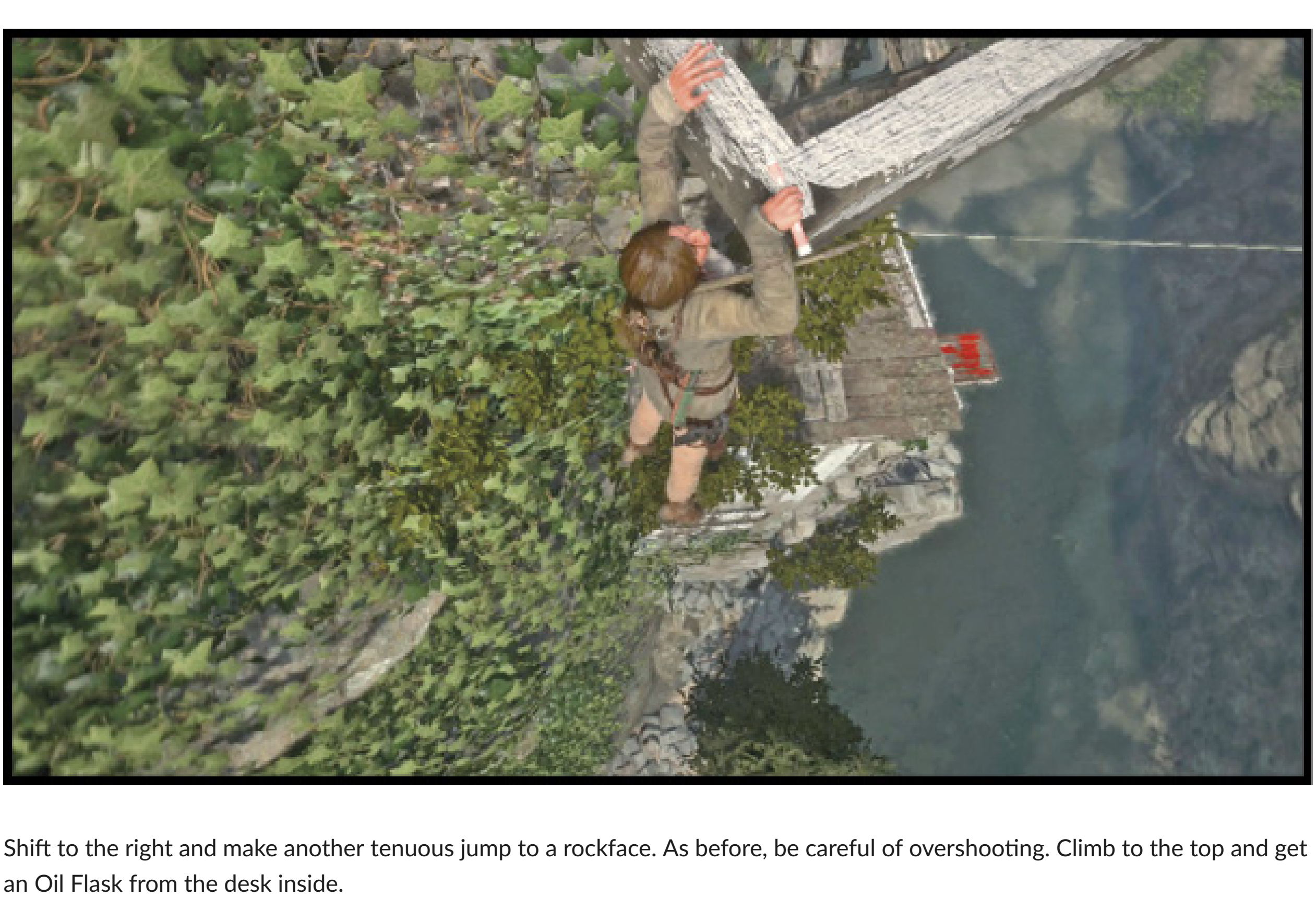
LIGHT THE SIGNAL FIRE ON THE SPIRE

Use your Survival Instincts to see where you're going and then walk to the end of a stone bridge that has fallen into the water. Your objective is there. Stand by a Rope Coil and shoot at another Coil across the gap. Use this zip line you've created to get across to the small island.

Climb the path around the right side of the hill, and vault over to a section of stonework ahead. Shimmy to the right side of the stones and then drop to a lower part of the hill. Make sure to catch the rocks with your Axe, or else Lara goes plummeting all the way down. If you have trouble, make sure that Lara isn't moving at all before she drops. Hold onto the wall, press the button to let go, and then tap Interact quickly to reengage as soon as Lara gets close to the lower rockface.

Jump farther right and start to climb once you reach the handholds. Climb up and run around the corner. Vault to another platform, and scamper up the next wall so that you reach a handhold instead of falling short.

Shimmy farther right and jump to a rock wall. Climb up and approach the next jump on the path, but be careful with this one. It's easy to jump wide when trying to reach the next handhold. Stay closer to the wall as you jump so that you don't miss your target. You don't need a running start, so line up your jump ahead of time.

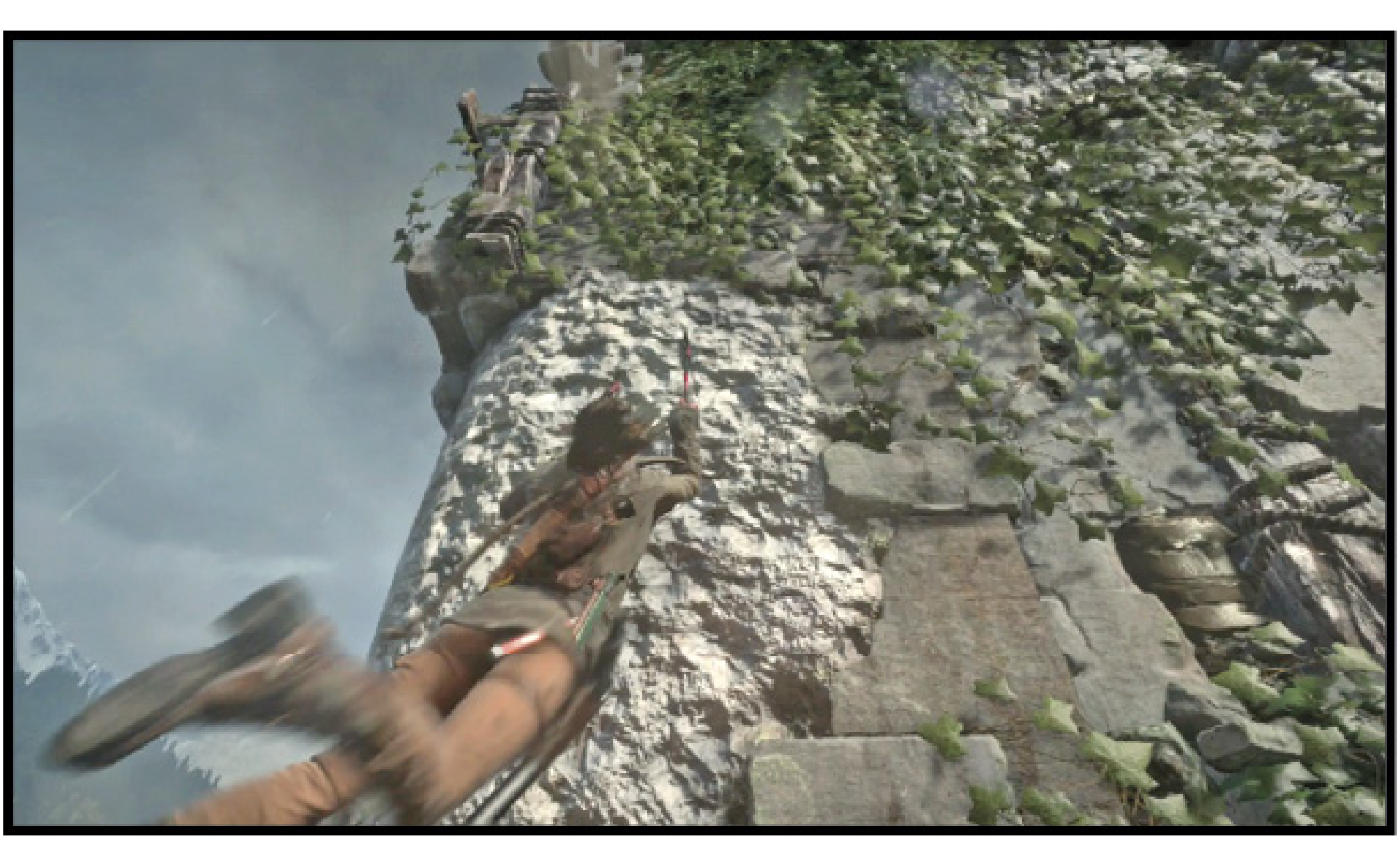


Shift to the right and make another tenuous jump to a rockface. As before, be careful of overshooting. Climb to the top and get an Oil Flask from the desk inside.

FIRE ARROW CRAFTING

Your new tool allows Lara to craft Fire Arrows. These ignite fabric, explosives, and non-armored opponents. To create these special Arrows you need to have Cloth, Oil, and Arrows.

Go out the other side of the room and climb up the tower. After a couple of jumps up, leap to the left and grab a rockface.



Shift to the left, scramble up the wall, and get over to a place where you can leap onto a hanging platform. Pull Lara onto that platform and craft a Fire Arrow. Shoot it into the top of the tower and talk to Jacob afterward.

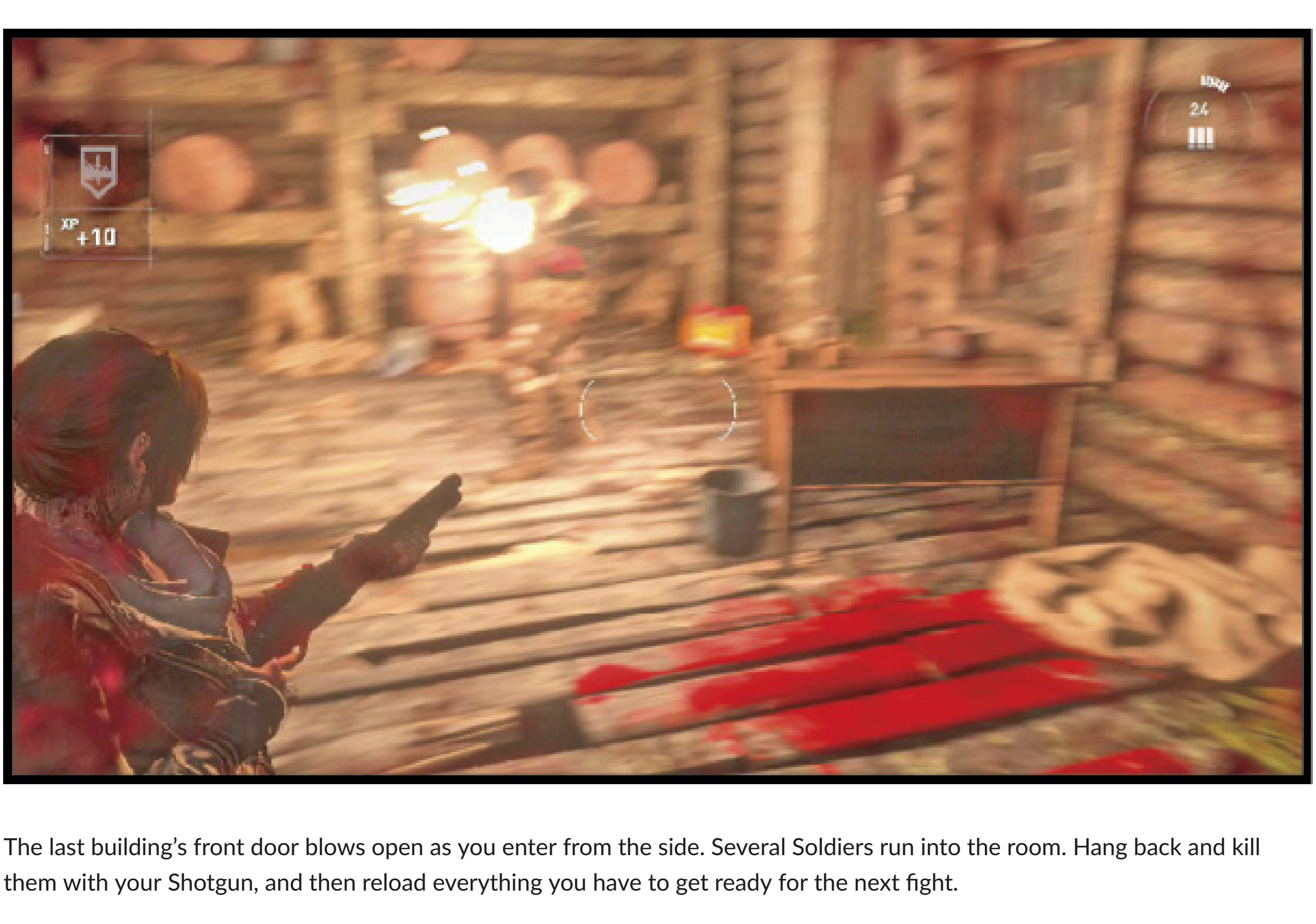
REJOIN JACOB AT THE UPPER VILLAGE

Make a new zip line for yourself after the scene ends, and then get back to lower ground. Follow the marker toward the right side of the settlement and start to climb the hill to the east. Trinity gunships fly overhead as you get to the objective, so pick up the pace.

Swim through the marsh on your way to the village. This keeps you out of the way and lets you reach your target without wasting any time. It's a straight shot through the wilderness, so you get there very quickly.

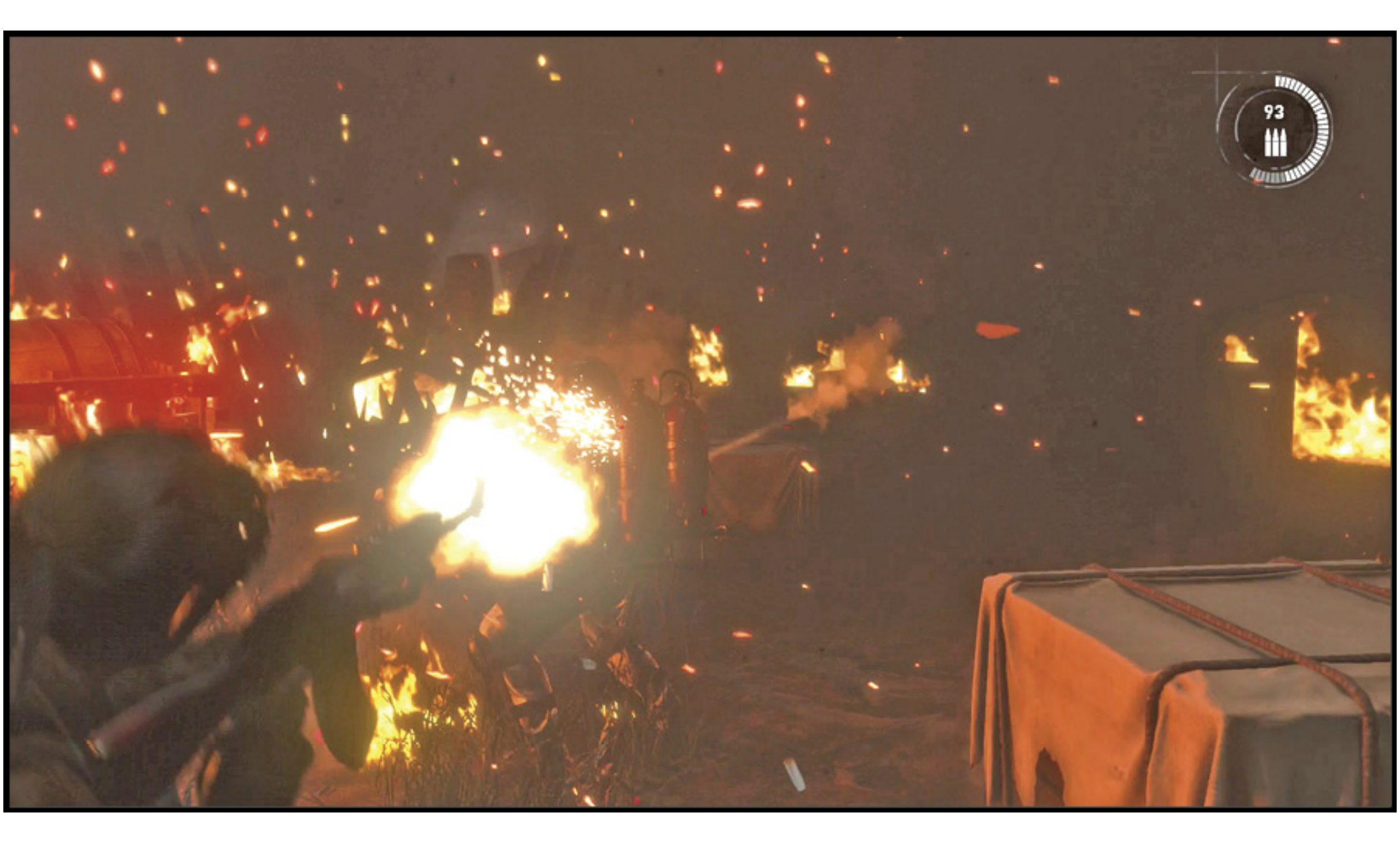
Everyone should be glad that you hurried. You get to the village in time to see Trinity men interrogating some of the Remnant villagers. A scene plays out, and Lara gets a Pump Action Shotgun as you regain control. Shoot the Soldiers that are close by. The Shotgun does enough damage per hit that it staggers its targets. If you're attacking the final Soldier of a group, run up to them for a Takedown while they're staggered to ensure that you get an easy kill.

Advance through the next two buildings with bloody resolve. There are many Trinity Soldiers in your way. The Shotgun is indeed a good weapon for the fight. You're in close quarters most of the time, and the enemies take huge damage each time you throw a slug in their direction.



The last building's front door blows open as you enter from the side. Several Soldiers run into the room. Hang back and kill them with your Shotgun, and then reload everything you have to get ready for the next fight.

As you step outside, you square off against a Firefly, a Trinity attacker with massive armor and a full tank of petroleum on his back. Direct attacks aren't going to work well against him, so this fight won't be easy.



Switch to your Pistol or Rifle. Both of these are fast firing, and that's very helpful against the Firefly. Aim for his bright, red tanks. A few hits on that spin the guy around, leaving his fuel tanks even more exposed for several seconds. Quickly switch to your Shotgun and fire as fast as you can directly into the tanks.

When the Firefly recovers, reload and run away. Heal if you need to while getting behind larger cover, and set up your next attack. Repeat this technique to win the fight. Damage the tanks with a fast weapon, and then go for maximum damage with the Shotgun. Boom, boom, boom.

NO FINESSE HERE

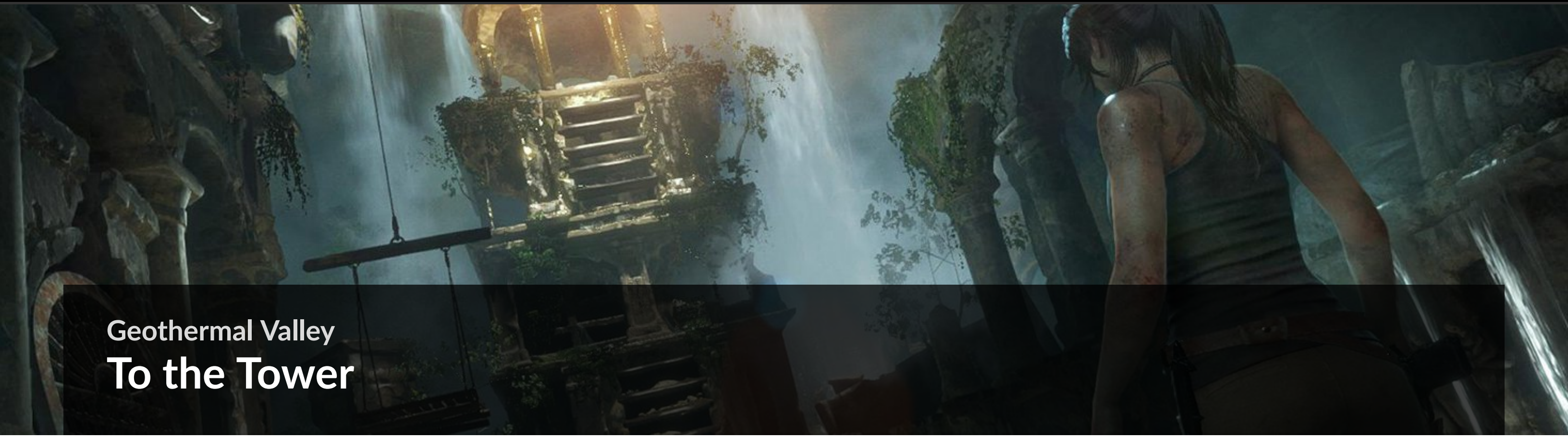
The Firefly does way too much damage and can hit Lara quite easily. Partial cover is worthless. Sprinting only gets you a moment of peace. And, there isn't much hard cover to be found. The best way to win is to attack aggressively. Hit the tanks early and then fire with everything you have while the Firefly recovers. You can kill him with two doses of these attacks even if you haven't upgraded anything in your inventory.

This is truly a case of the best defense being a good offense.

CAN'T TAKE THE HEAT? THAT'S PRETTY UNDERSTANDABLE.

Never stand and fight while this guy is shooting at you; the fire does way too much damage to take. Instead, back away and try to use the Firefly's somewhat limited range against him. The farther away from him you get, the safer the fight gets.

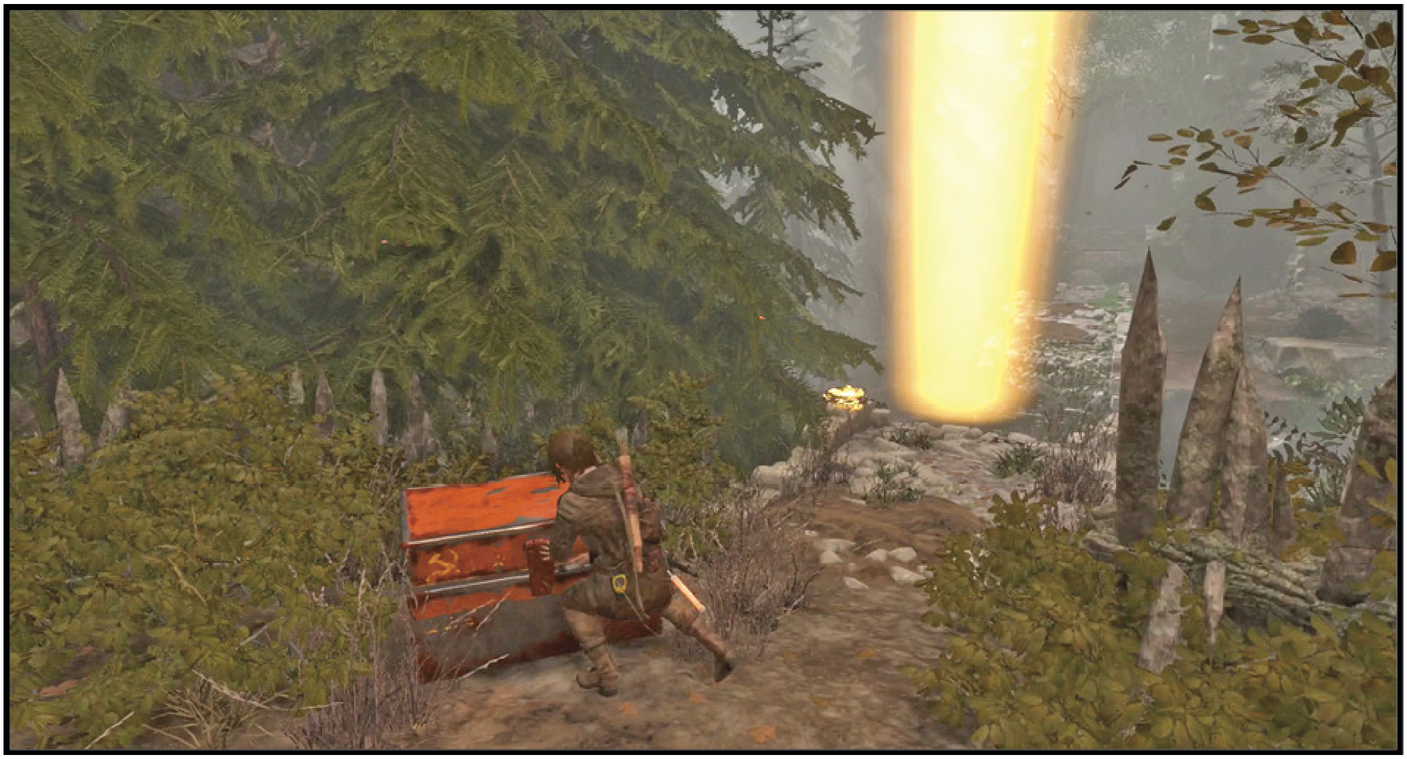
The action breaks as soon as the Firefly dies. A scene plays, and you return to Lara as morning dawns.



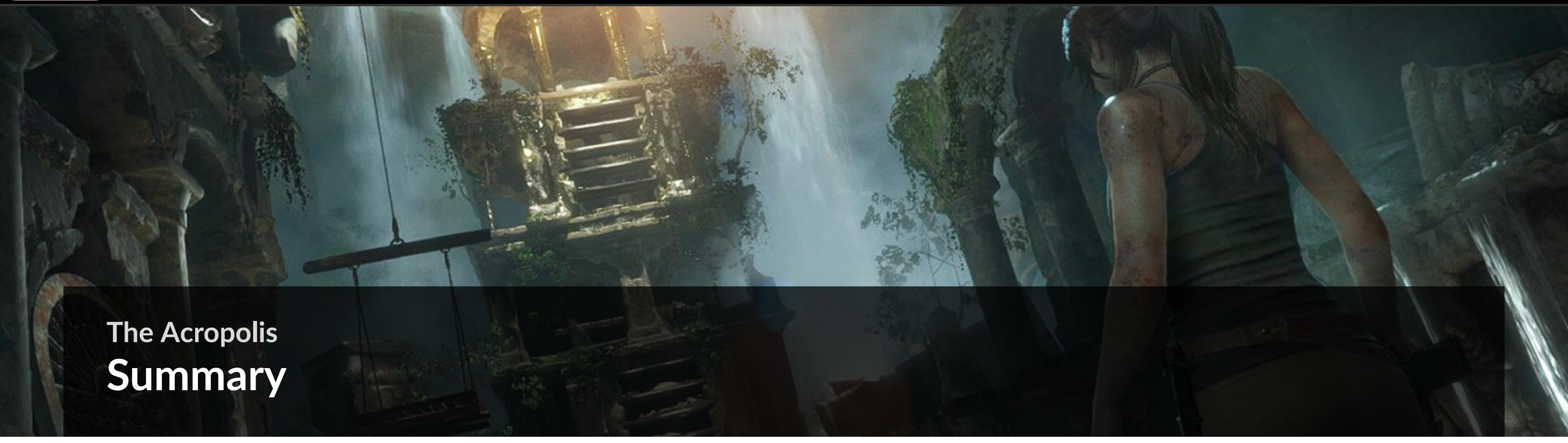
To the Tower

FOLLOW THE PATH UP TO THE TOWER

Talk to Jacob and look around the settlement for a few minutes, and then set off toward the tower, to the southeast. A **Strongbox** is on the way, pretty much on the path you need to take to leave town. Don't spend time looking for a new Base Camp here; there is one only a minute away, but it's not in town. Cross a small river and advance on your next objective. The Aqueduct Ruins is on the right after you get across the water.

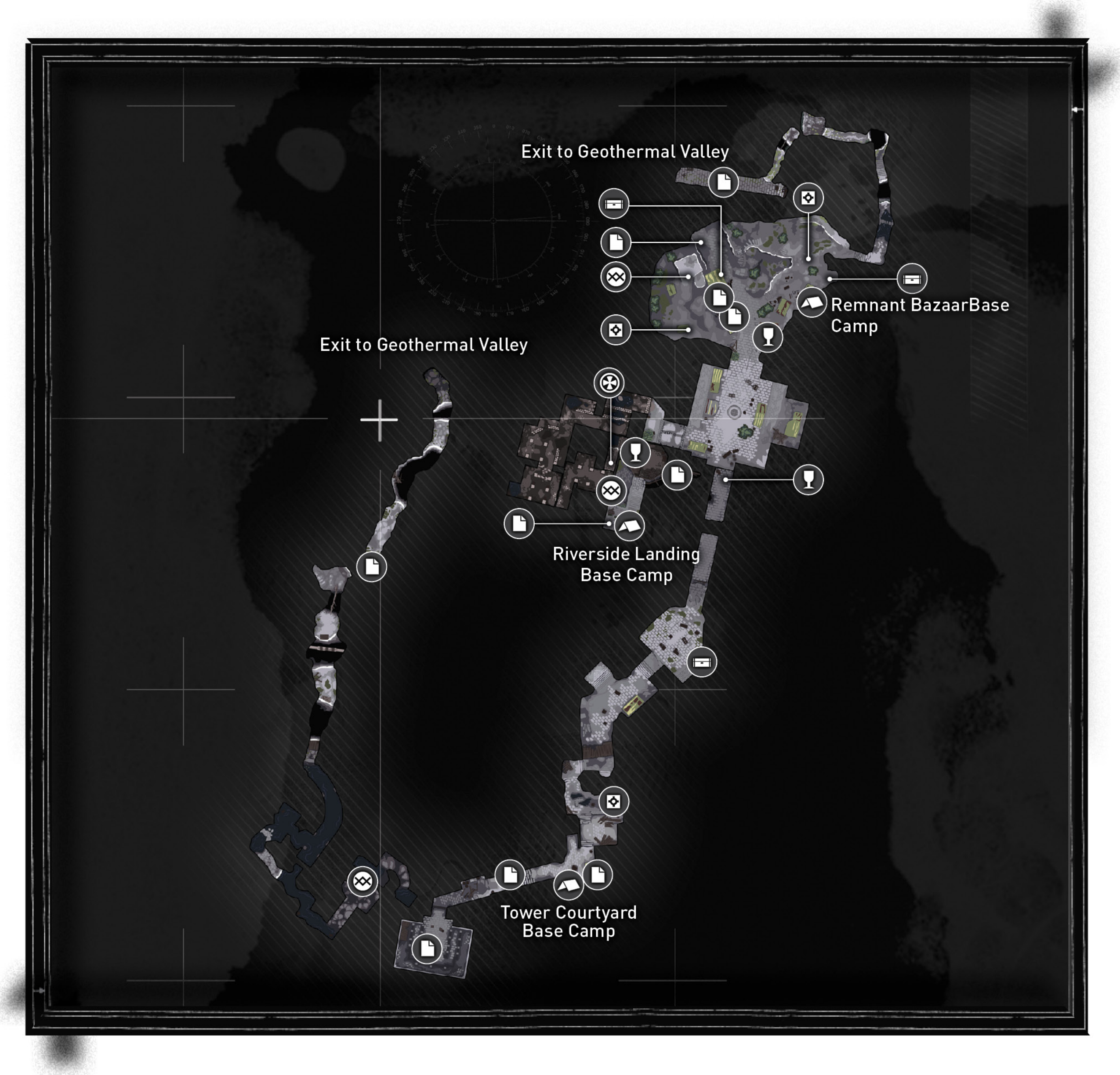


Leave camp and walk toward your objective. Another destroyed bridge is in the way, but a long jump from Lara gets her most of the way across the chasm. Catch onto the rocks with your Axe and climb to the top. The path leads into an ominous building, taking you quickly to the entrance of the Acropolis.



The Acropolis

Summary


Exit to Geothermal Valley
Remnant BazaarBase Camp
Exit to Geothermal Valley
Riverside Landing Base Camp
Tower Courtyard Base Camp

REGION SUMMARY

Challenges	1
Strongboxes	3
Relics	3
Documents	10
Murals	1
Survival Caches	3
Coin Caches	3

MAIN OBJECTIVE

» Find a Way to Protect the Remnants

CHALLENGES

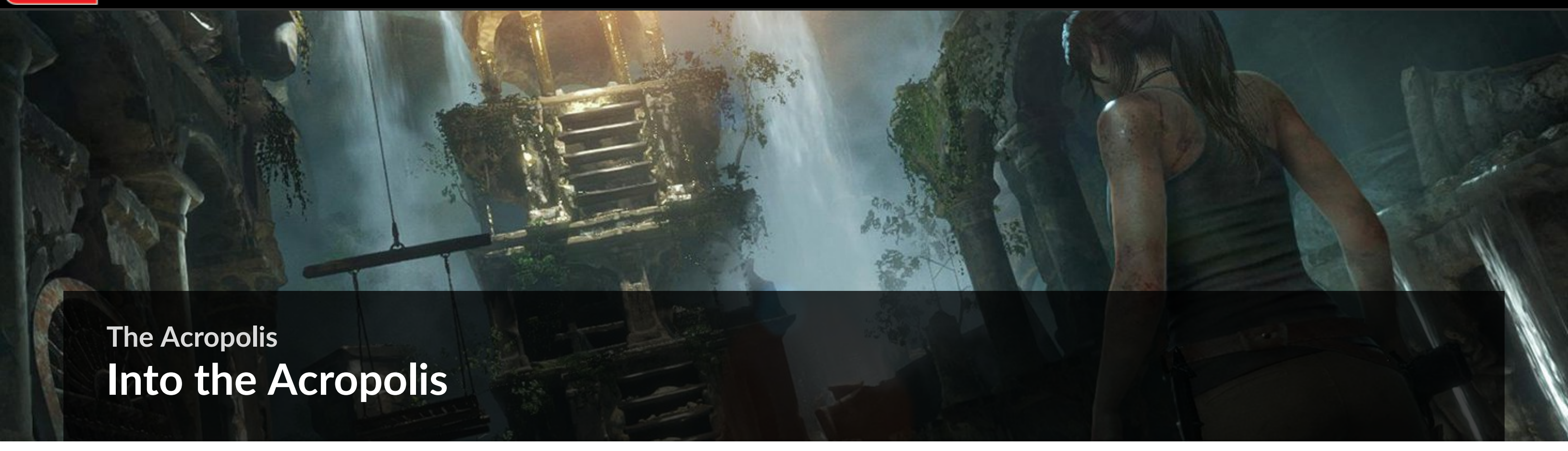
» Cut Short (Destroy 6 Walkie Talkies)

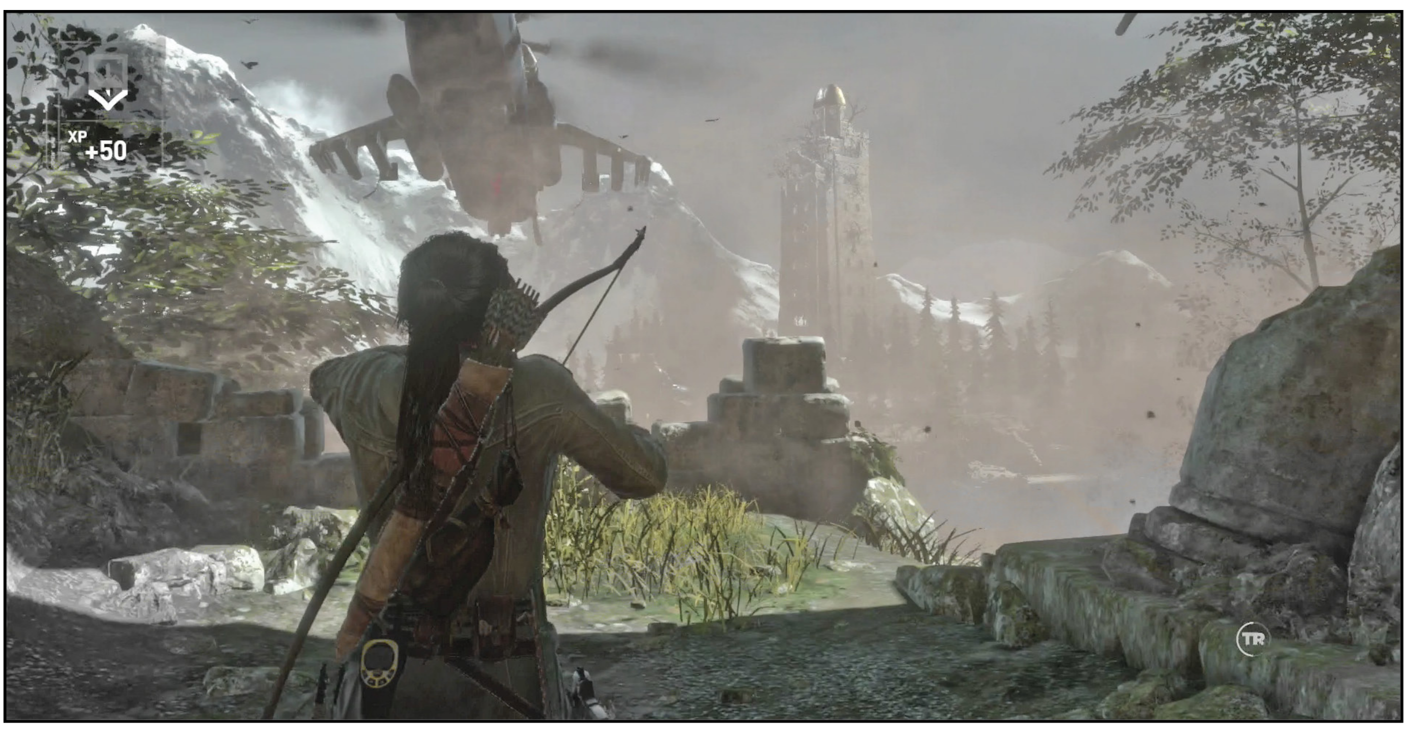
ENEMIES AND PREY

» Trinity Soldiers

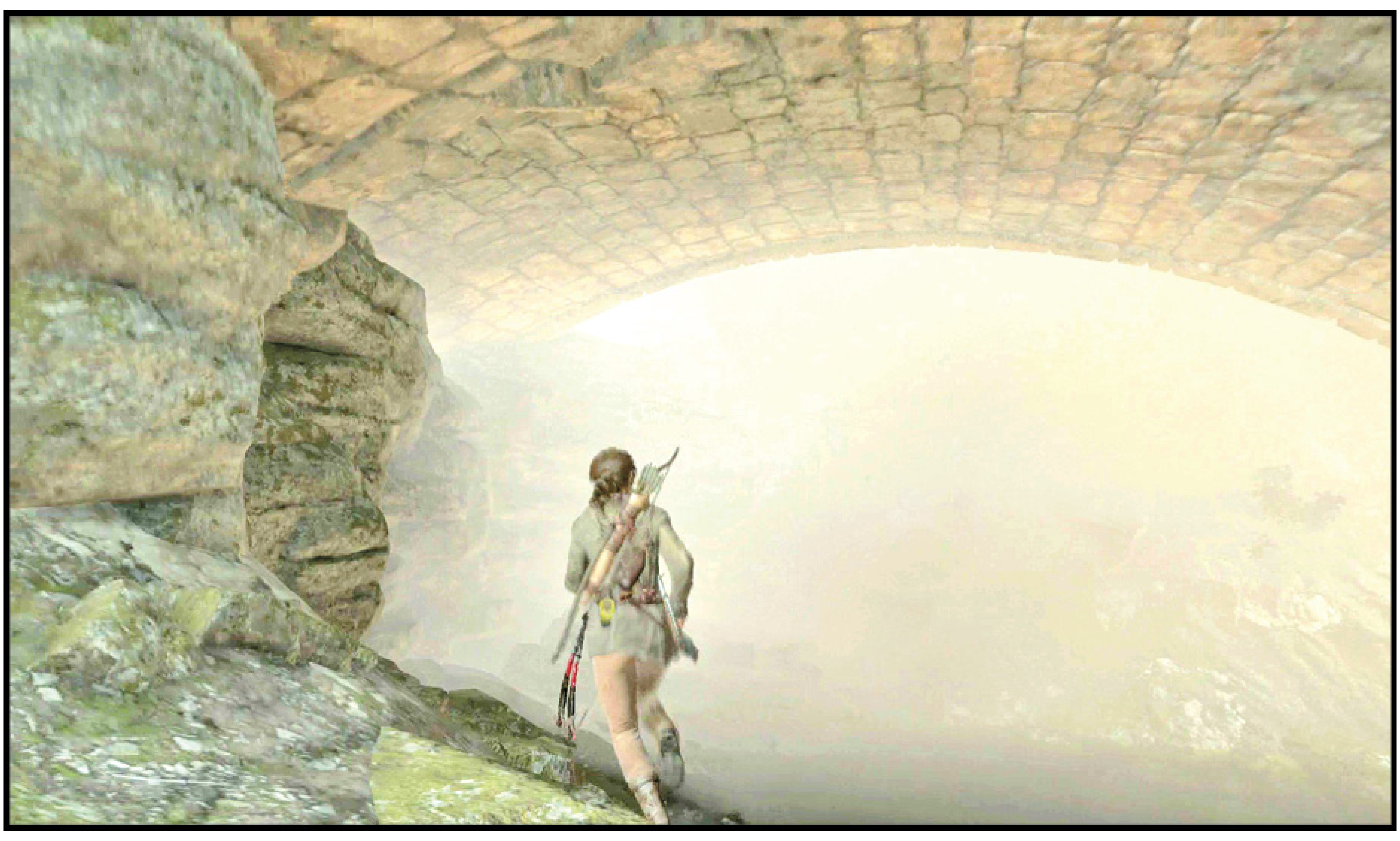
» Enforcer

» Defender



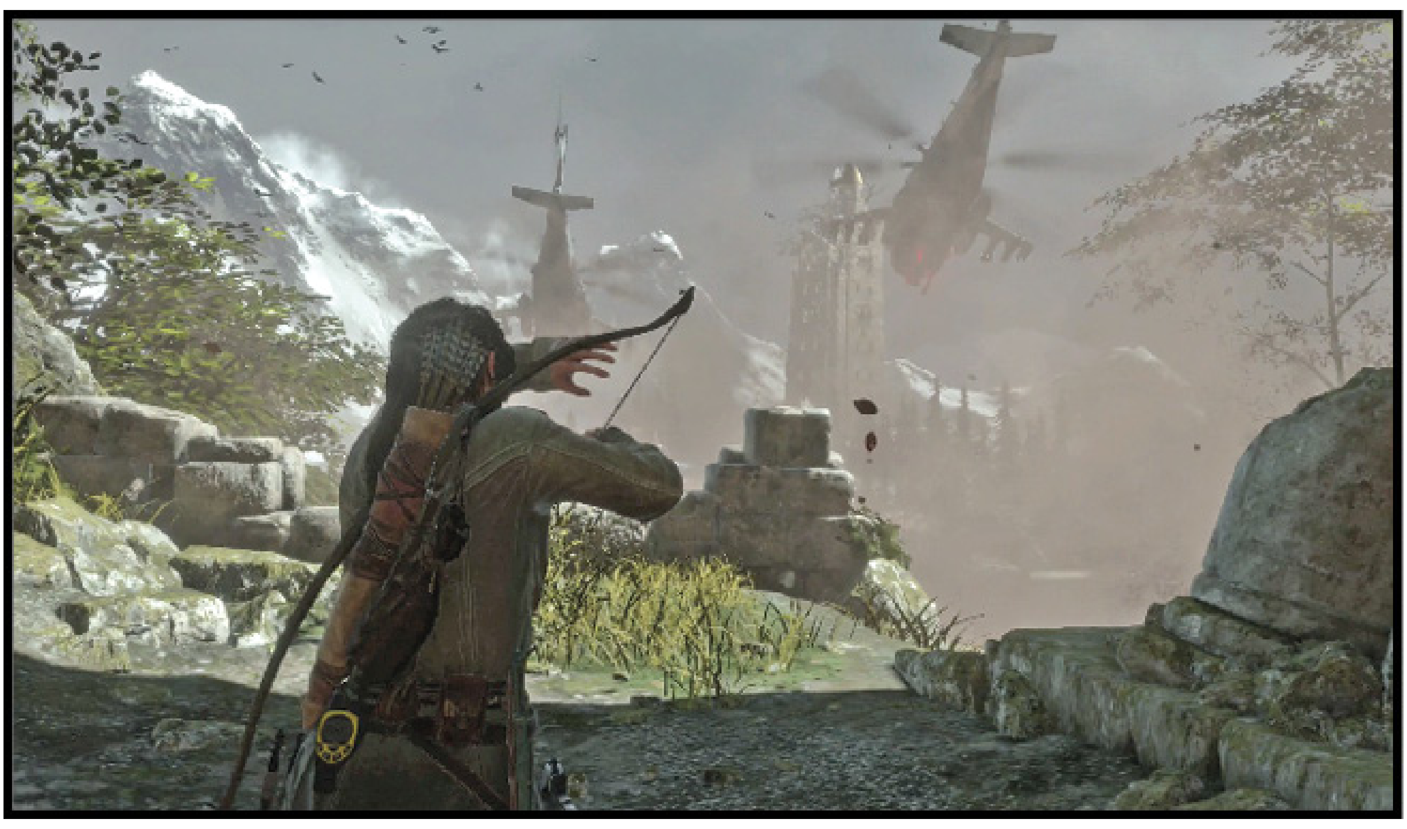


FIND A WAY INTO THE ACROPOLIS



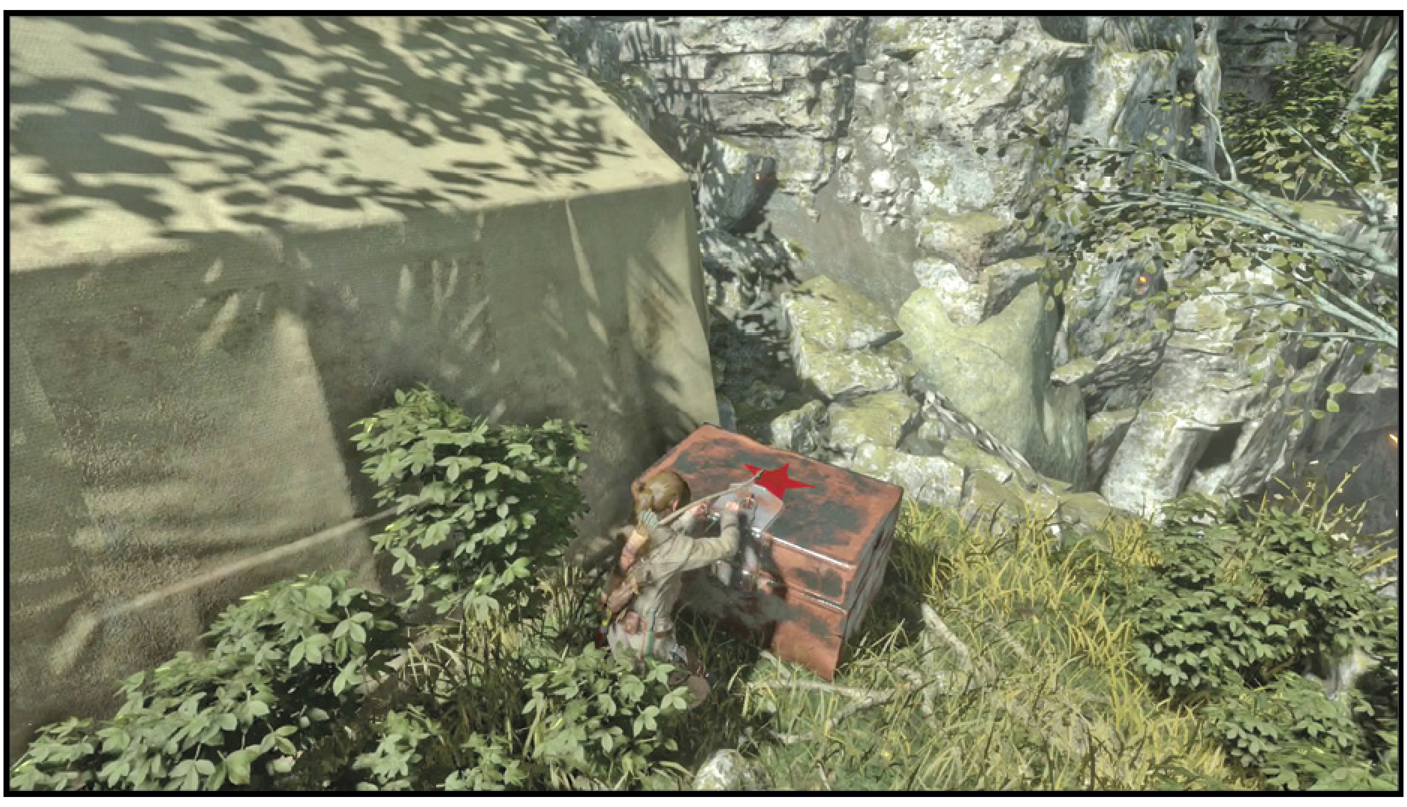
Walk east into this new map and talk to Jacob again on the radio. You reach an old bridge, and the way forward has been destroyed. Hop down into the shallow water below the bridge and search for a **Document** (Prophet's Arrival) in a recessed area.

Climb back onto the bridge and get to a ledge to the north. A linear path takes you toward your objective. Everything is quiet here at the moment, and the route is very scenic. Enjoy the sights!

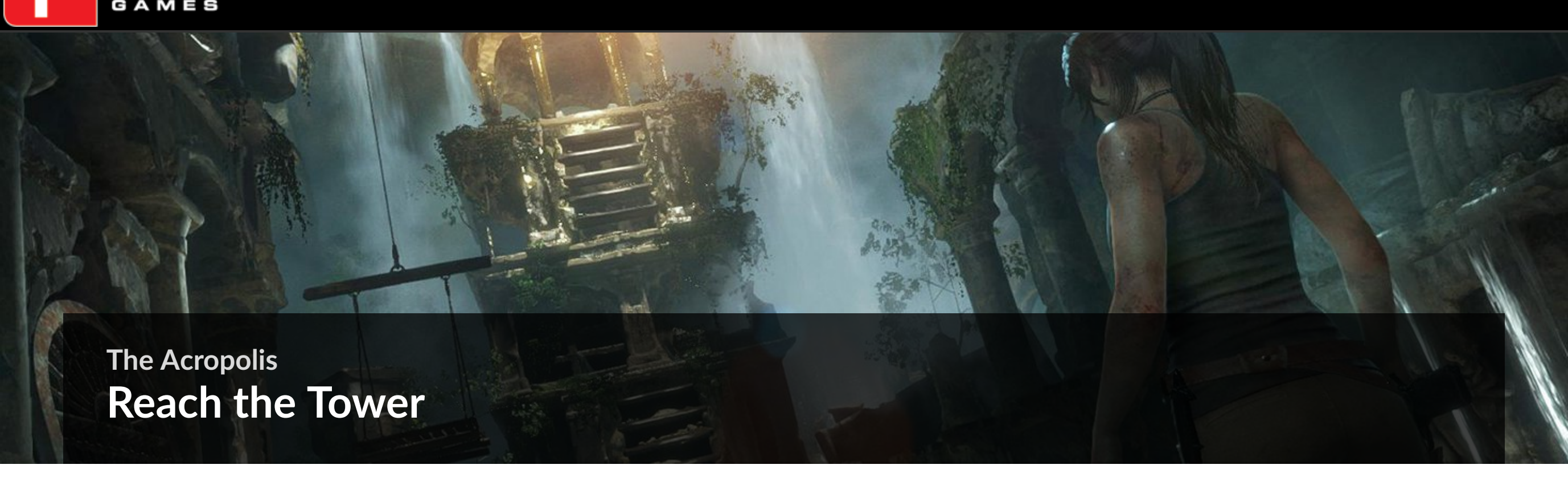


Climb up and around on the rockface ahead, and then use your Rope to form a line between the lower platform and a higher one. Climb the rope and swim through a channel as you proceed toward the open area ahead. Lara gets into the open and spots Trinity gunships flying toward a tower in the distance.

Come down the hill and look for a new Base Camp (Remnant Bazaar). Use that, and search beside the tents nearby for a **Strongbox**; it's just a touch to the northeast. This is a great area for harvesting Hardwood, so replenish your Arrows while you can. There are even a few quivers lying around to make the process essentially free.



Along the northwest wall of this valley is a **Document** (The Abandoned City). Walk south after getting this, and search more tents for a **Strongbox** and another **Document** (Common Blood). A **Survival Cache** is close to the western wall. A **Relic** (Reliquary) is inside a tent just before you reach the next objective. Try to get all of these before advancing. Go through a small pass into the southern end of the map.

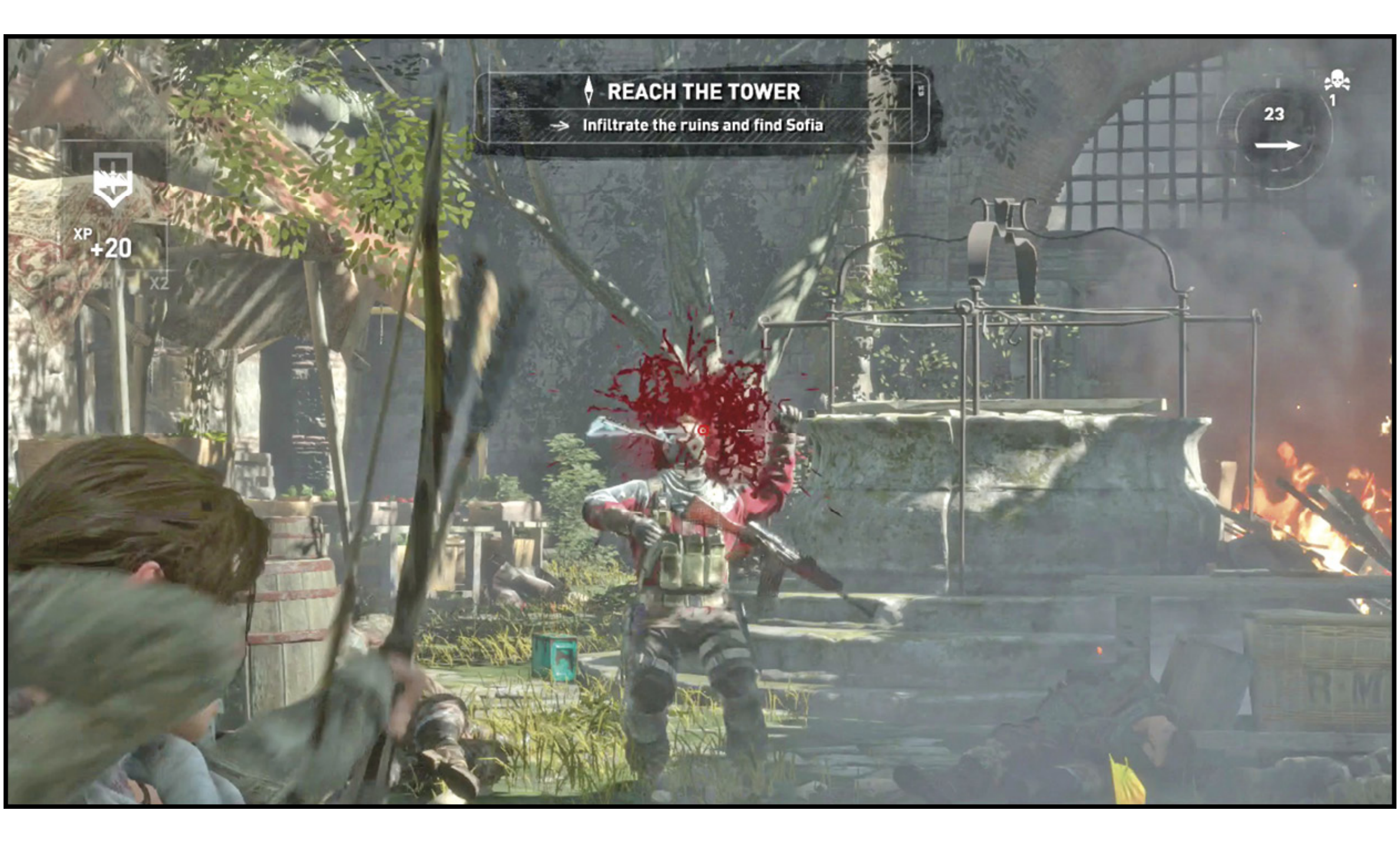


The Acropolis

Reach the Tower

INFILTRATE THE RUINS AND FIND SOFIA

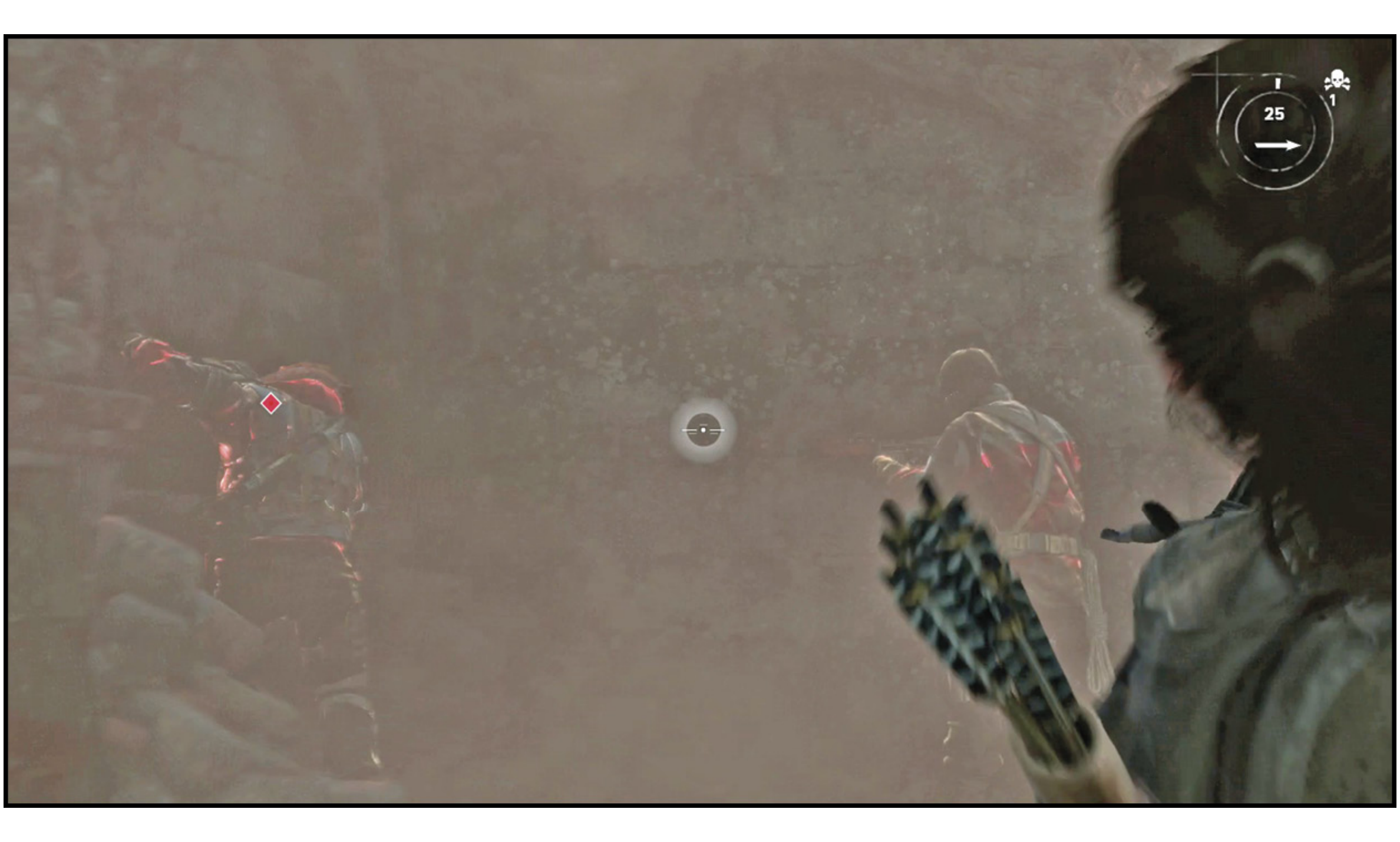
Lara witnesses Trinity activity as she arrives in this area. Stay concealed when the scene ends and start to line up your attacks against the Soldiers ahead of you. There are half-a-dozen Soldiers in the area, but they're in a couple groups that aren't close enough to support each other. Stealth attacks are extremely effective, either with your Bow or suppressed weaponry.



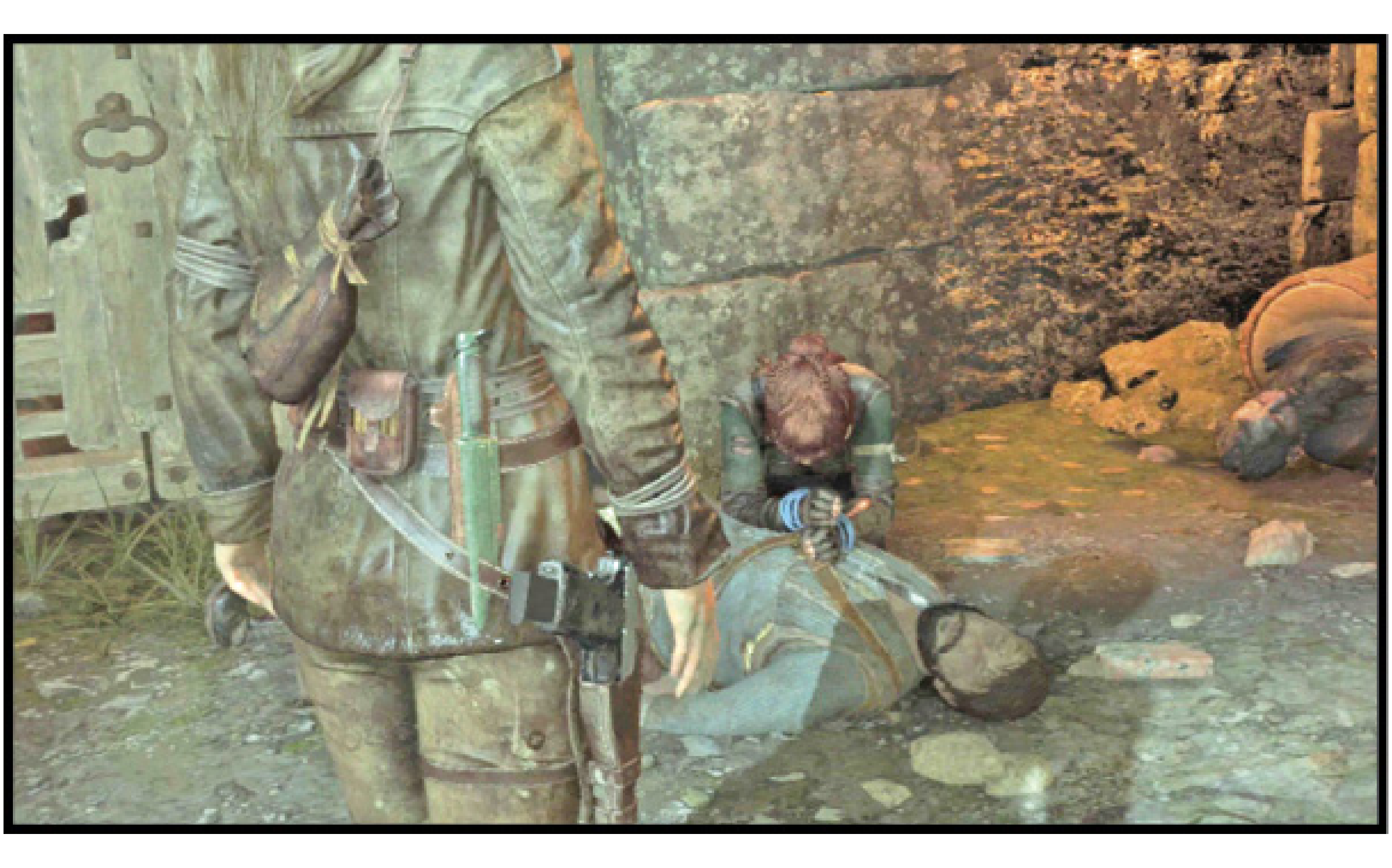
If a major fights begins, pull back around the large walls that separate the two portions of city from each other. You can't be outflanked by the Soldiers this way, and it's safer to pop out and pick them off without the threat of being overwhelmed.

Eliminate all of your targets and go through the western route into the next portion of town. Quite a few enemy Soldiers have taken over this route. Advance slowly and fight them in small groups. The targets are moving away from you, so stealth continues to be a powerful option. Alternatively, there are discarded Bottles around here, and Molotovs are a great way to tell people that they've made poor life decisions.

Walk toward your objective, and don't be surprised when the ground gives way beneath your feet. Lara falls into a basement where two Soldiers are talking. They don't hear you fall (or they simply assume that it's just damage caused by the fighting). Either way, you get to jump them. Take the easy kills, because there aren't too many more to be found in this area.



Sneak through the basement and crawl through a damaged wall as you follow the sound of more voices ahead. Three Soldiers are busy interrogating prisoners. Kill the entire group as quickly as you can and save the Remnant men from whatever fate awaited them. Fast headshots are reliable if your aim is quite good. Otherwise, take a free headshot and then back off for a slow, safer attack.



You rejoin Sofia once all of the Soldiers are dead. She and Lara have a short conversation.

FIND THE AMMUNITION CACHE

Break through a wall in the basement, and drop into a shallow pool. A **Mural** is on the wall to your left. Jump up to the next ledge and search for a box with Grenades. Finding that, you can start to make Grenade Arrows!

HEAVY BARRIERS ARE

No Longer An Issue

Grenade Arrows destroy blockades, even if they're made of metal. Multiple secrets from earlier parts of the game can be uncovered now that you have these.

In combat, Grenade Arrows are amazing against Armored Troopers and Shieldmen. Fire behind the Shieldmen to score instant kills, and attack the Troopers directly.

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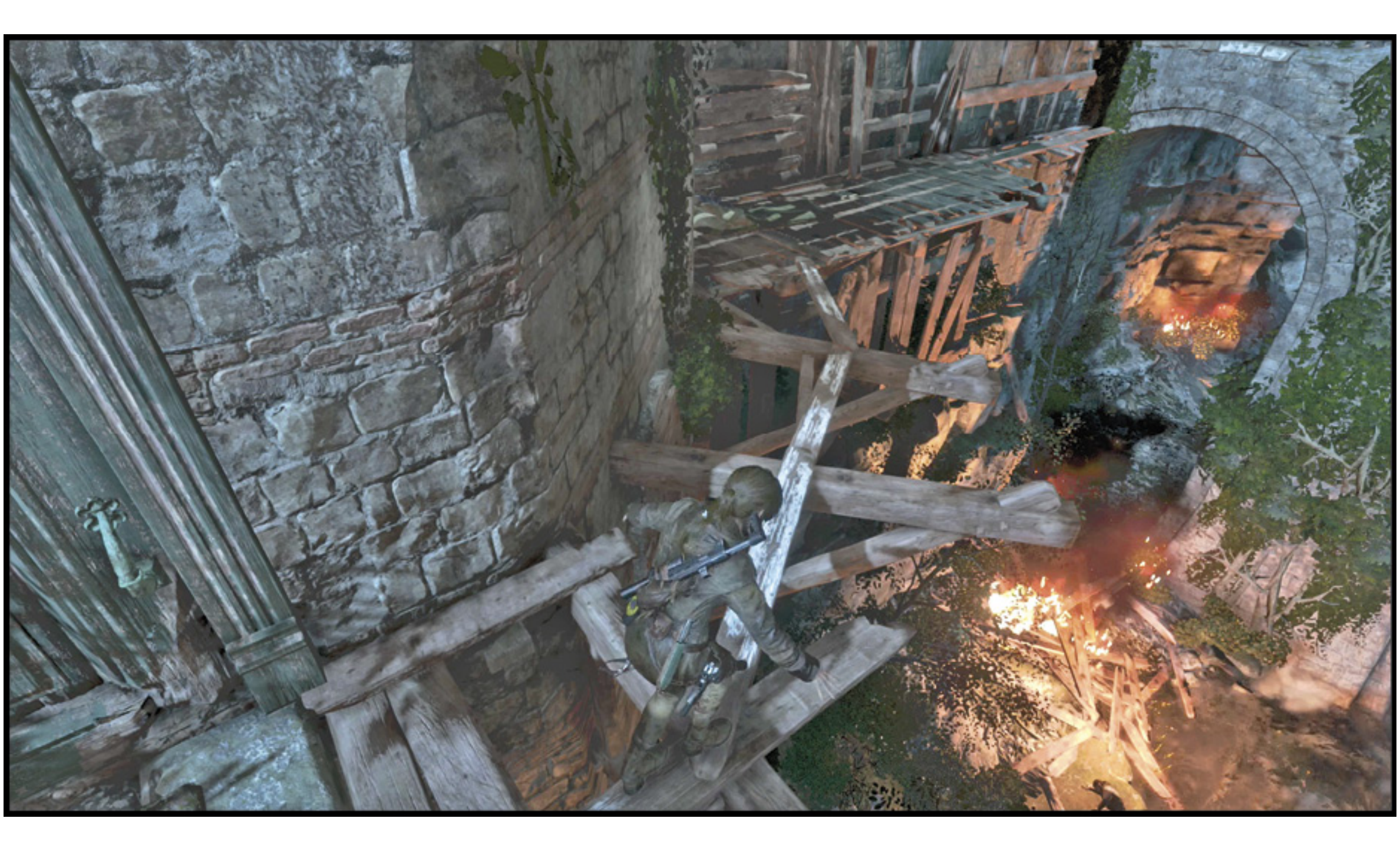
In combat, Grenade Arrows are amazing against Armored Troopers and Shieldmen. Fire behind the Shieldmen to score instant kills, and attack the Troopers directly.

Search for a **Relic** (Deer Charm) beside the box of explosives, and see if you need any of the other crafting items in the room. Climb to the top of the area and look through a damaged window. You spot the barricade that the Remnants want destroyed. Equip your Grenade Arrows and blast the obstacle to shreds.

Lara gets back outside after a short cutscene. Follow the path toward a new Base Camp (Riverside Landing), and rest there. Loot a **Document** from a box beside the camp as you leave.

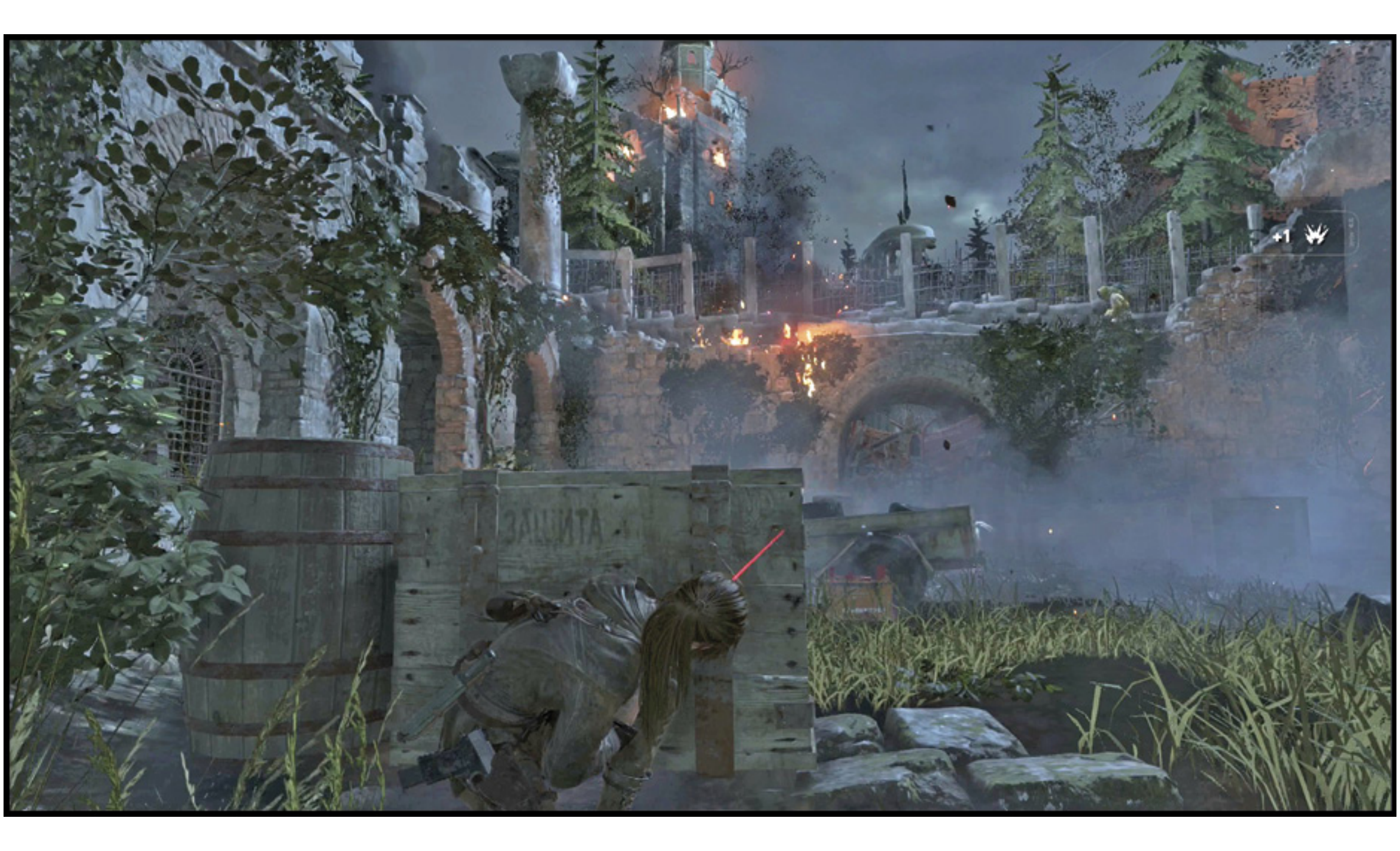
Run to the top of the path and use damaged beams to cross over the burning wreckage beneath you. A **Document** is in the middle of the walkway on the other side of the beams.



Shimmy along the remainder of the collapsing walkway and jump to a stone platform. Search for a new **Relic** to the left of where you land.

Run along the stone path and loot minor items from the fallen combatants you pass. There are a couple of dead birds as well. Use another Grenade Arrow to destroy a barricade at the end of the road, and duck through the opening you made.

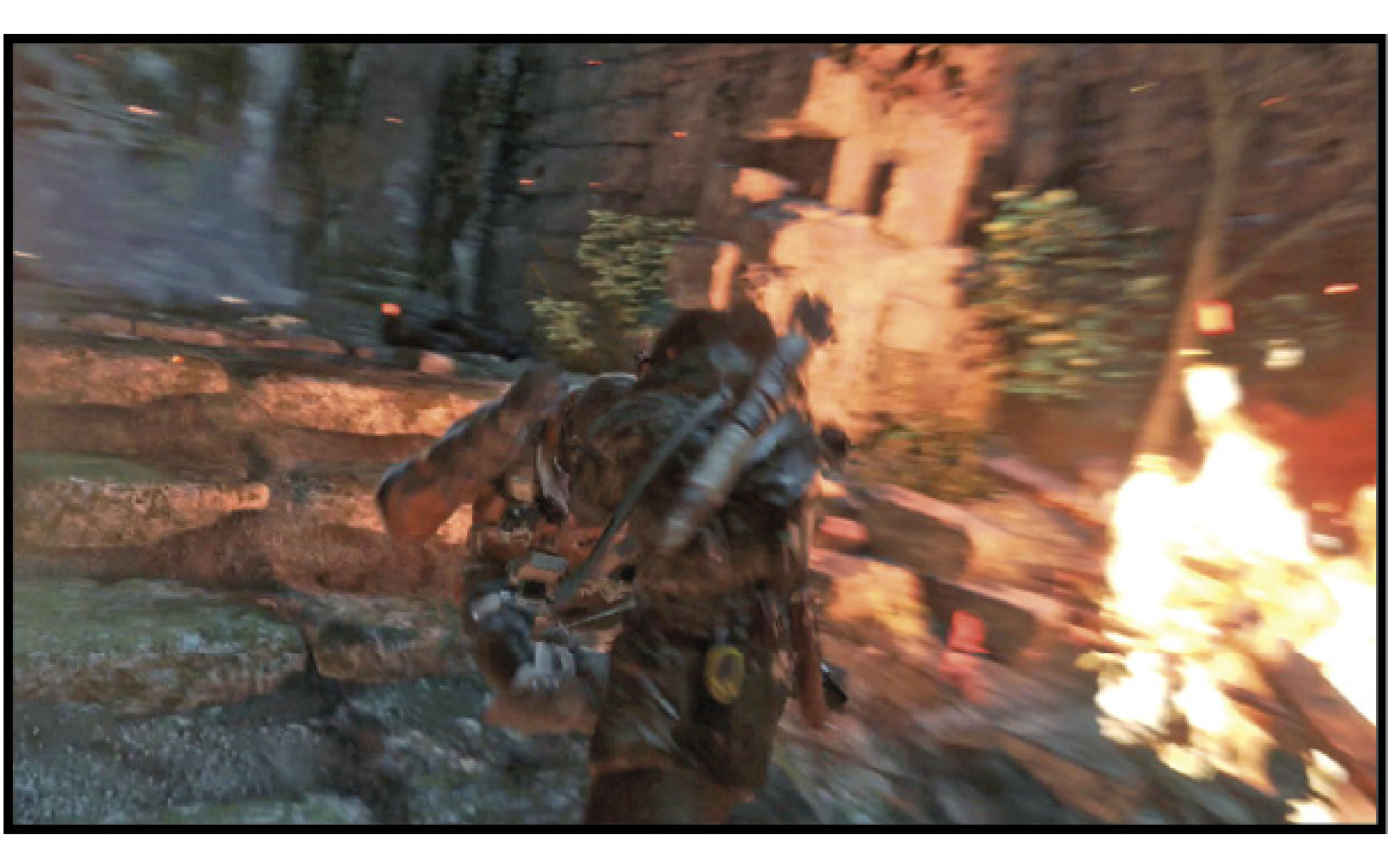
You discover a fight! Remnant fighters are being attacked by Trinity men, and you're caught up in the action. Take cover and use something fast and accurate to take out the targets that come forward. A couple enemies stay on the bridge above you. The rest come down for close quarters action. Expect many grenades to come your way. Give ground if/when that happens, and try to eliminate the forward attacks before going after the guy who hangs back with his ludicrous supply of grenades.



Search the left side of the yard for a **Strongbox** with an Enhancement Tool. Get that, blow open another barricade at the end of the yard, and proceed.

ATTACK TRINITY TO LUREOUT THE HELICOPTER

It's a running firefight as you advance. More and more Trinity Soldiers try to stop you. Climb the steps into the next street, but retreat if you need to lure out any of the melee combatants that come forward. It's easier to eliminate them when none of their ranged allies can fire into the fray.



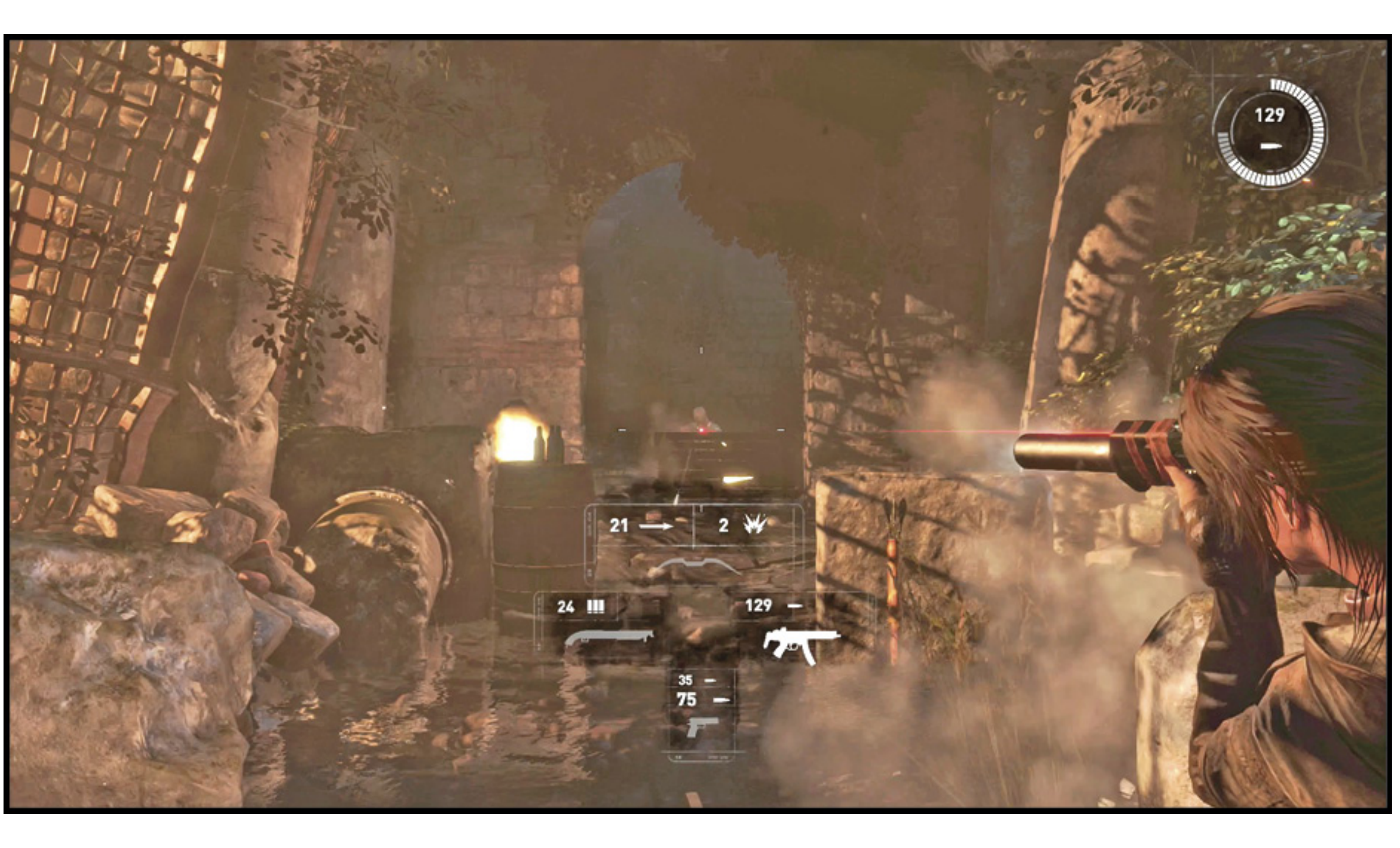
Ammunition and Arrows are littered all over the road, so restocking is not an issue. Get whatever you need, and plow through the Soldiers.

There are more troops ahead, in a larger plaza. Pull back if you start to feel overwhelmed, and use healing items to restore yourself. Otherwise, push to the end of the plaza and watch a brief scene with the Trinity helicopter.

DEFEAT THE TRINITY FORCES

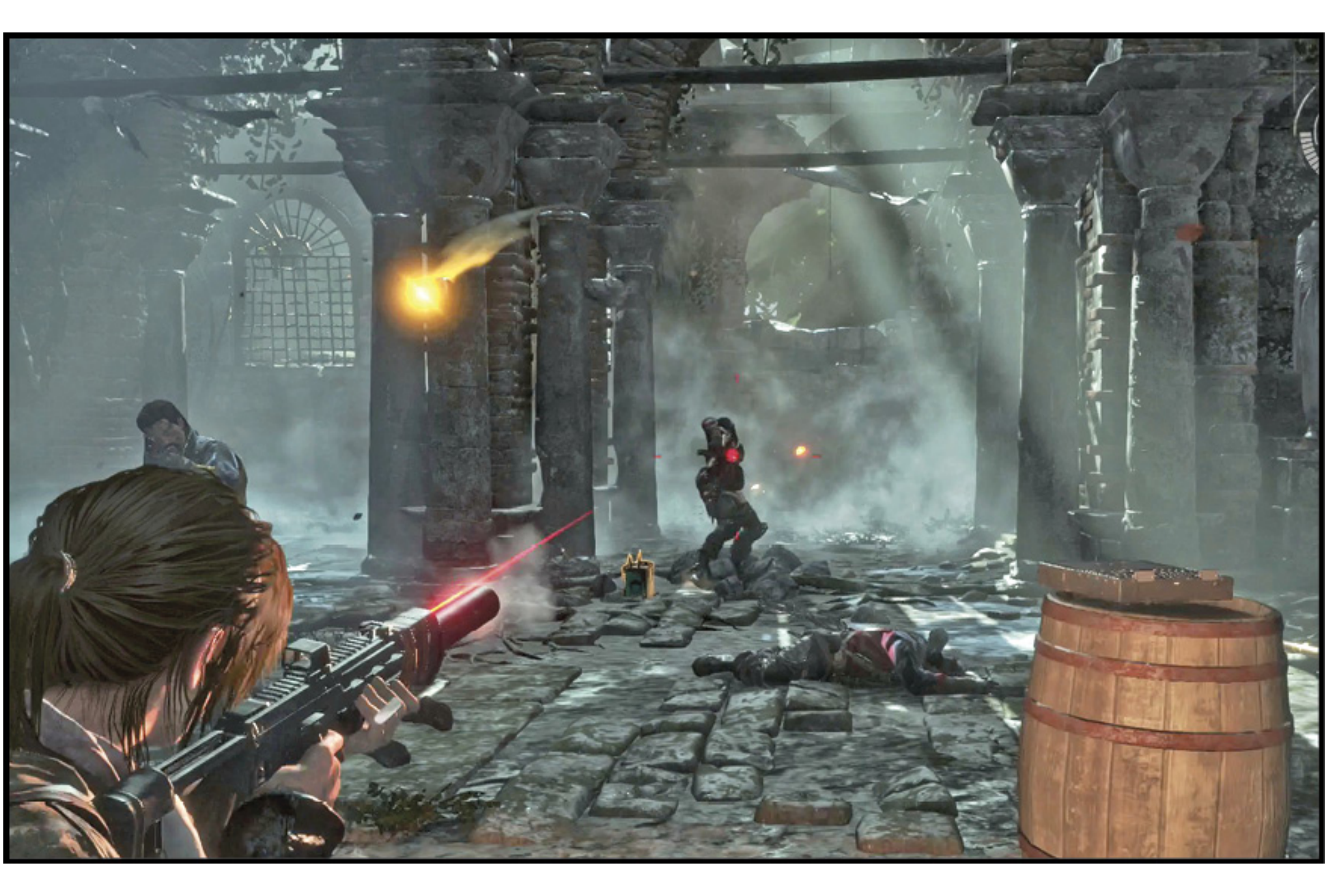
After the chopper is gone, take a moment to look around the next yard. You find **Coins** and a **Document** (Missing). On the right, there is also an **Archivist Map** that reveals Documents and Murals.

There is only one way forward. Run toward the site of the helicopter crash and finish off any men that are nearby. A **Document** (First Winter) is near the exit, on the left.



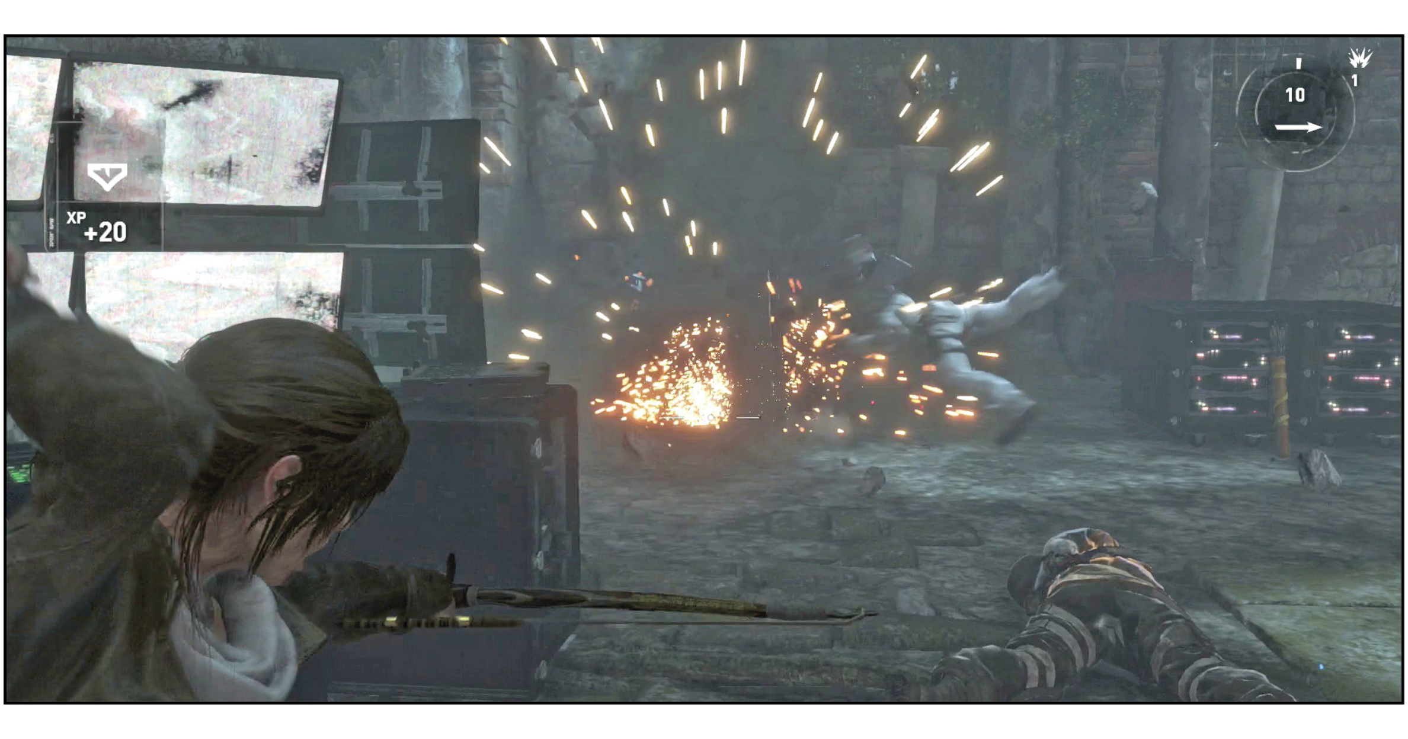
A Defender attacks in the next room. You got your Grenade Arrows recently, so consider trying out one of them against these well-protected targets. Fire the Grenade Arrow behind the Defender's feet, and watch the guy splatter without any fuss.

Run to the end of the corridor and crawl under a broken doorway. Three Soldiers are talking in the next room, and you can decide when to start the engagement. But beware, there are going to be over a dozen enemies in the ensuing battle, and stealth is only an option for this first trio. It's going to get scary.

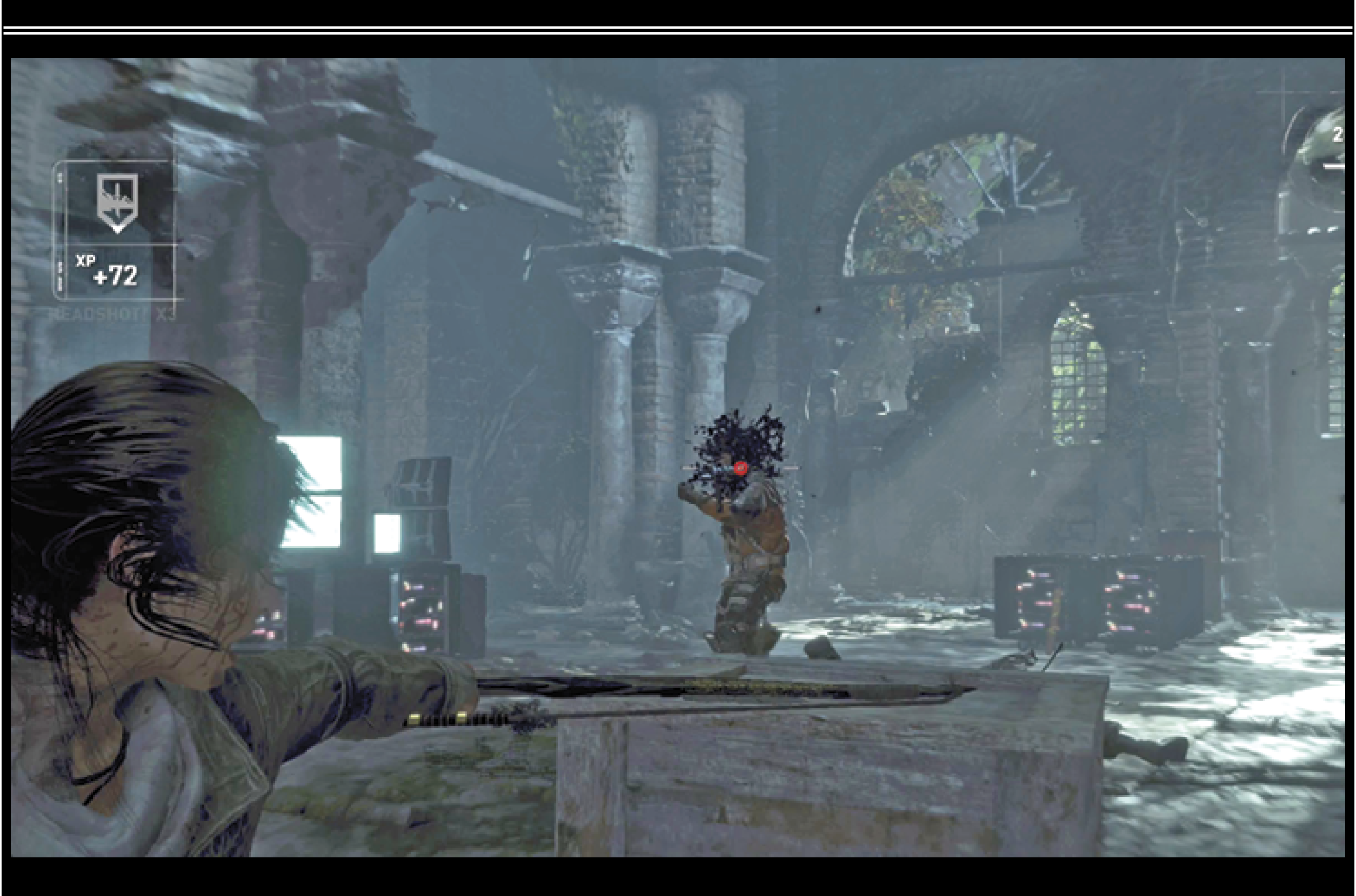


Trinity has a platoon of Soldiers to send your way in the first portion of this battle. Use the columns in the area for cover, and don't try to use precision attacks. There are too many targets, and you need to score kills quickly. Rifles are great for this because of their lethality and large magazines.

The final stage of the attack is a duo; an Enforcer and a Defender team up against you. Switch to your Bow and ready a Grenade Arrow. Fire it in between the two and melt them! Give it a second shot if need be. These two aren't fast, and that gives you time to prepare your best attacks.

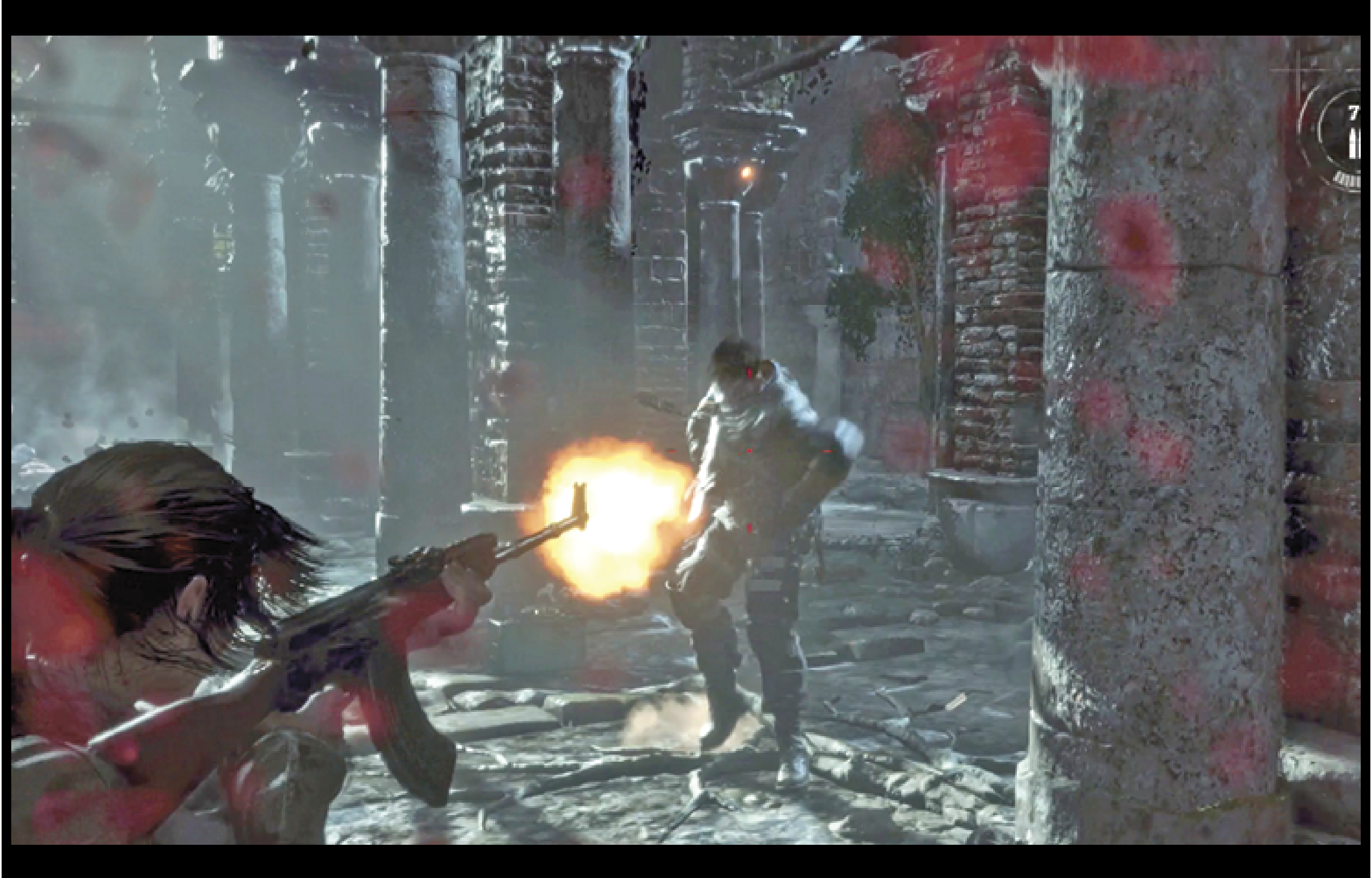


SHOW THEM YOUR QUALITY



Without a doubt, this engagement is brutal on Survivor mode. The waves of troops that attack come in quickly enough that it's hard to keep them from getting attacks against you. Even worse, they aren't stupid; they try to fan out and attack Lara from the front and both flanks. If you give them that opportunity, you will die. Without any cover, even one of them can sauce you faster than you can heal.

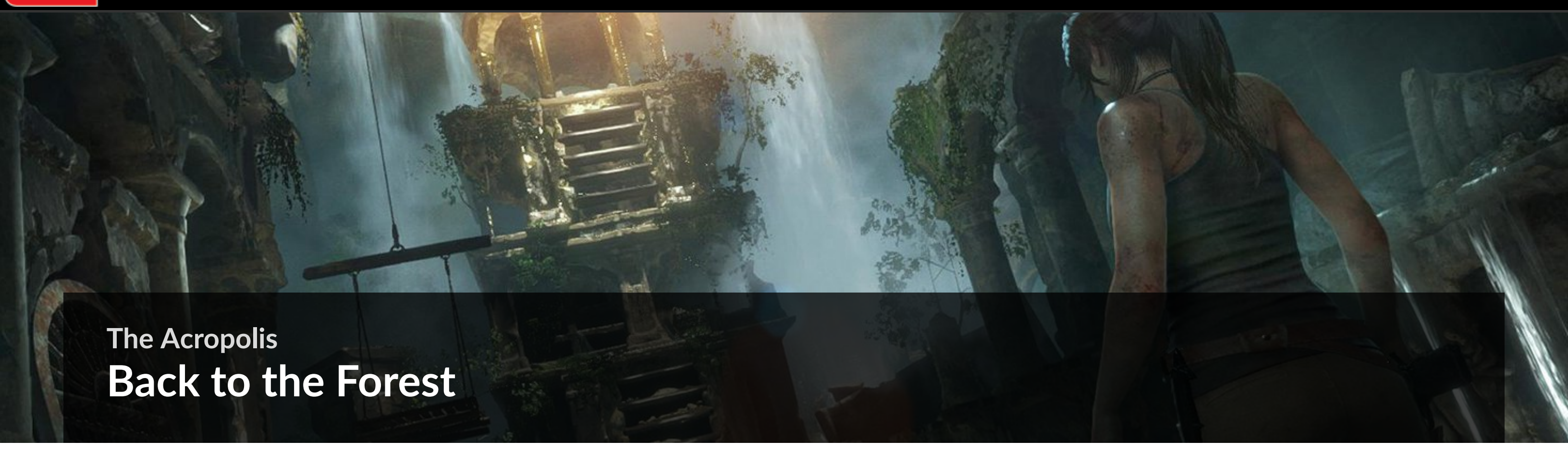
To prevent this, you need to take out at least two attackers from each trio almost as soon as they hit the ground. On the regular difficulties, Rifle attacks are good enough to do this. On Survivor, you need those headshots. Use your Bow, aim well, and switch to specialty Arrows every time there are multiple Soldiers close together (which often happens as they enter the far side of the room). You won't have time to craft new Arrows, but that's fine as long as you save one or two Grenade Arrows for the Defender and Enforcer at the end of the battle. Use your Fire and Poison Arrows first, and fire the standard Silent Arrows whenever you're attacking a solo target.



If someone gets around to your flank, charge them while switching to your Shotgun or Rifle. Blow them in half immediately and use their cover as your new position. This isn't ideal, but it's better than being outflanked and slaughtered. Take a moment to heal while the enemies reposition.

Also, our favorite way to start this fight on Survivor is with three Bow headshots against the first trio. It's very doable at close range, and they don't react quickly enough to stop you. If nothing else, it's pretty awesome to watch.

Sofia talks to Lara once the fighting calms down. She gives Lara a Wire Spool to help with her advance, and explains about a cathedral that Trinity is searching for. That's your next major objective.



The Acropolis

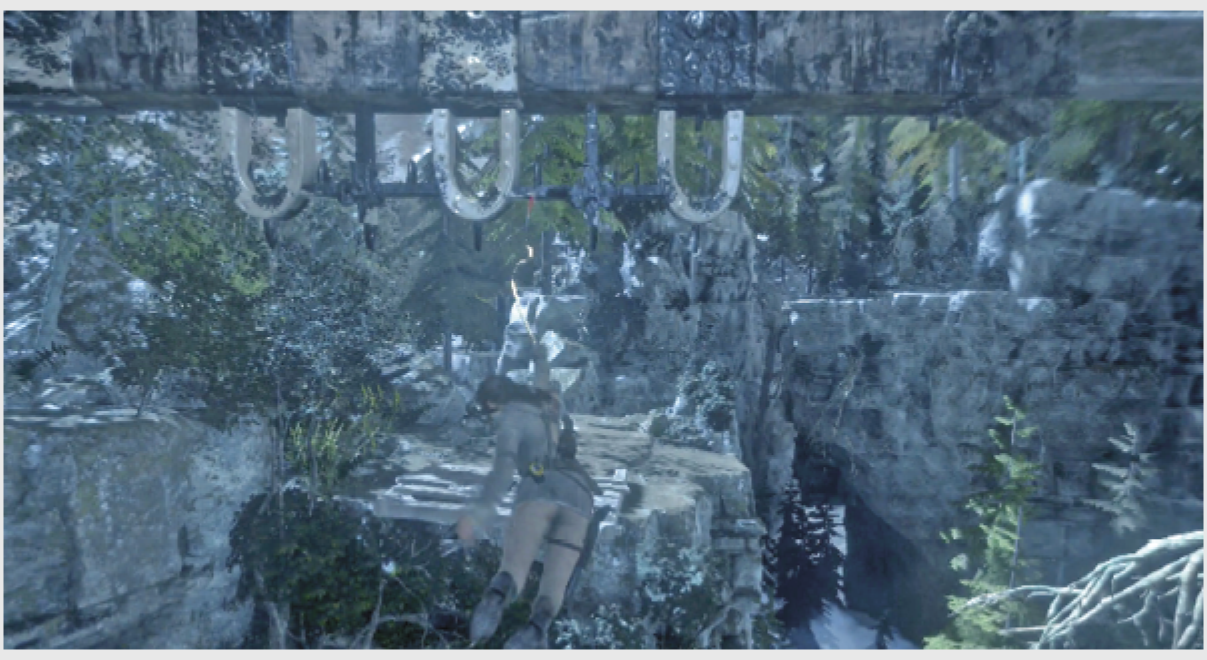
Back to the Forest

FIND A SAFE PATH BACK TO REMNANT VILLAGE

Create a zip line and climb to higher ground. This area is filled with pits, and Lara has to cross them in a variety of ways. The second gap is pretty sweet. You get to try out your Wire Spool, and the results are so much more fun than the name implies.

TARZAN HAS NOTHING ON YOU

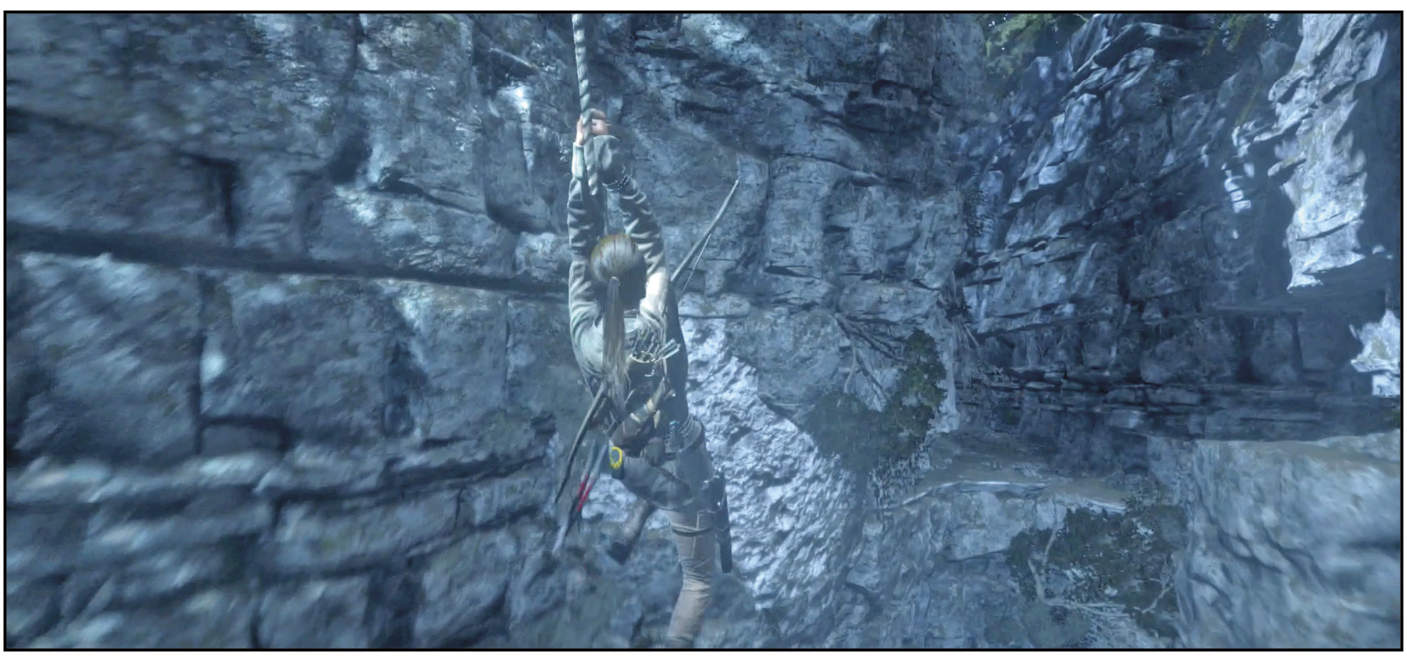
The Wire Spool allows Lara to grapple onto certain objects and swing across pits without wasting any time. You can also grapple onto distant ledges while jumping. You are now even more mobile than you were before!



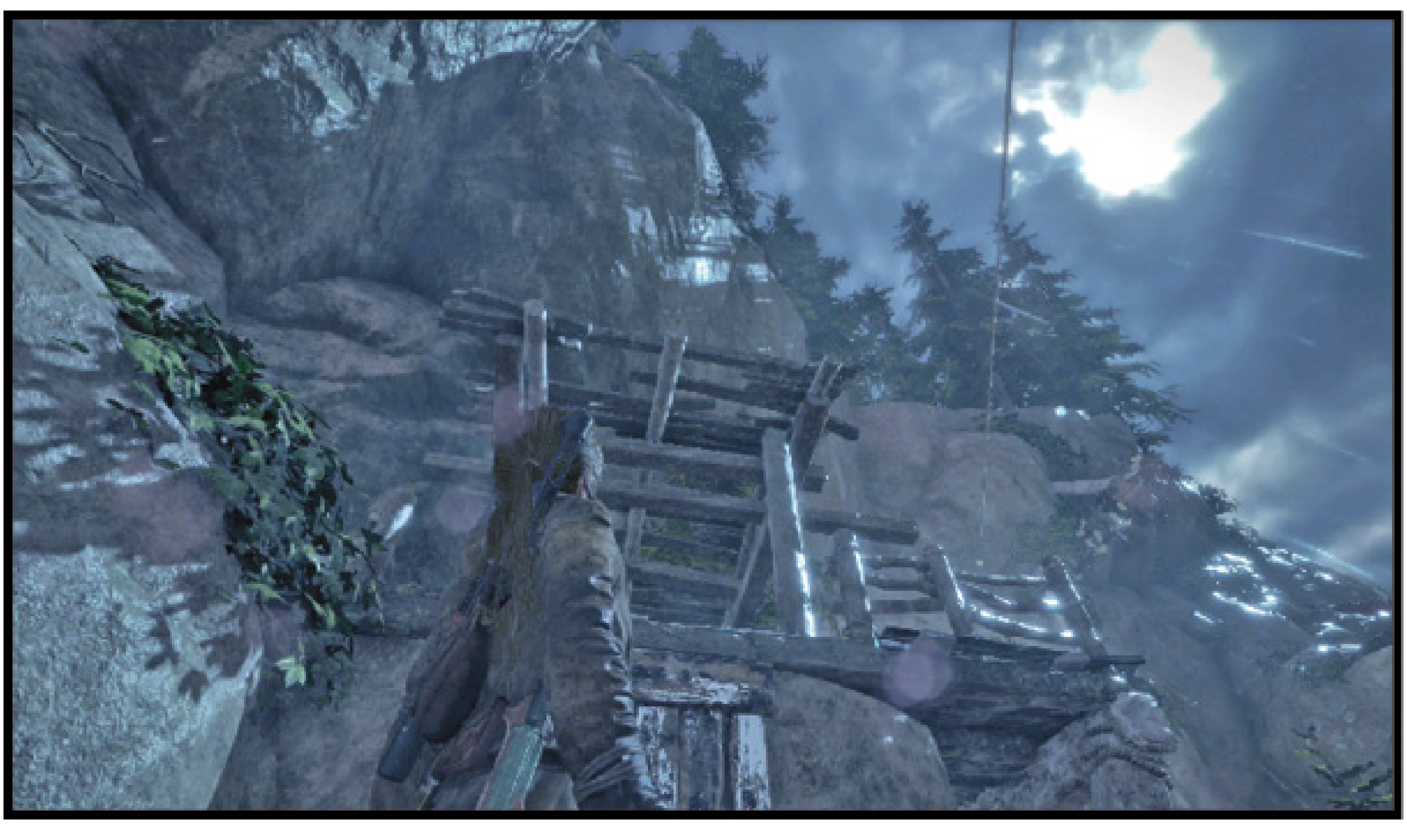
Falling isn't always a bad thing though. Beneath the grappling area is an **Explorer's Satchel**. Drop to get this so that you can find the Survival Caches in the area.

Play with your new toy while crossing the ledges in front of Lara. At the end of the climb, you find a **Document** (Bones of the Earth). It's on the right side of the path.

Run to the end of the ledge and grapple toward a rockface to the north. Grab hold of it and shimmy to the right to reach solid ground.



One more grapple, onto a major vertical rockface, and you're out of The Acropolis. The path leads you back into Geothermal Valley, where you find a Base Camp (Cliffside Lookout) and a **Strongbox**.

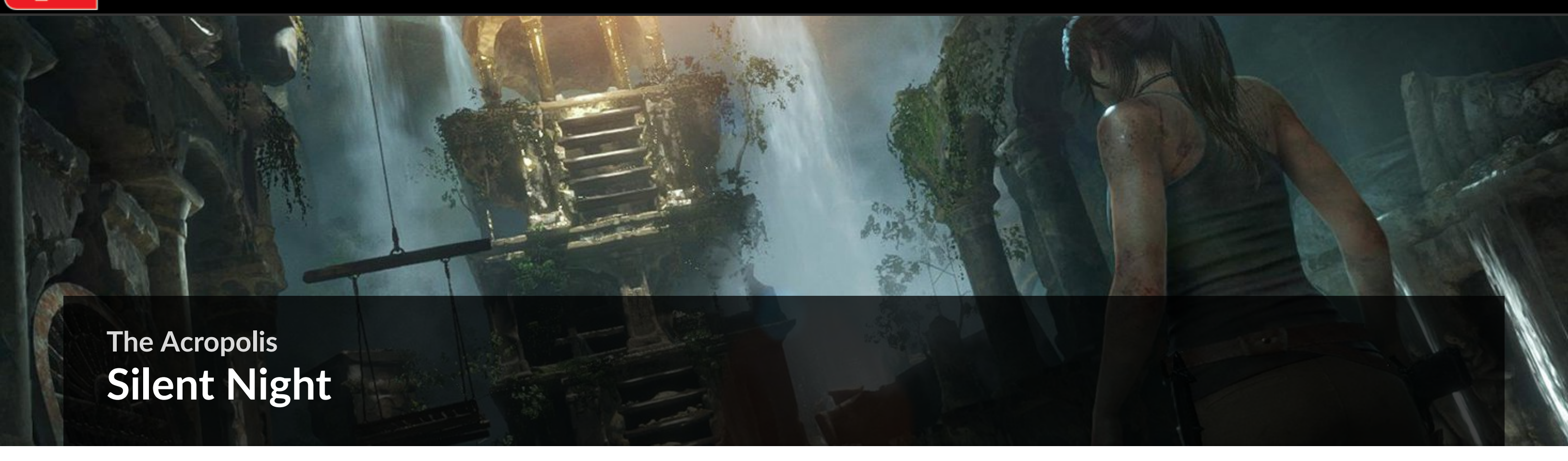


Jump, grapple, and zip line off of the cliff where you return to the valley. It's easier than it sounds, and combining all of these techniques in a single descent is particularly cool.

Turn around and climb into a small building after you land. There is a **Document** (On Deer and Stags) up there. There is another **Document** (Spring) not much farther down the path toward the objective. If you have a Grenade Arrow left over, there is also a barricade close by with a **Strongbox** inside.

Look for a guard tower to the west. That has a zip line that can take you toward your next objective. Vault over toward it and grab an Archivist's Map from the table inside. Zip down to the swamp and start your approach to the next Remnant town.

A Trinity Soldier is standing on dry land, by your next objective. Use a Takedown on him to drag the poor fool into the water to end him.



The Acropolis

Silent Night

PASS THROUGH THE OCCUPIED VILLAGE

Several more men are spread out around a yard as you pull yourself out of the swamp. They don't know you're there, so stealth attacks are highly effective. Don't waste this by attacking them from the waterline. There isn't any good cover there. Advance to the crates so that you can attack and still have something to hide behind when the Soldiers figure out what's going on.

If you're lucky, you can even kill the entire group without anyone being the wiser. That said, there are Bottles and Cans to the right, and you can craft a few nasty things to throw at these guys if that's more your style.

Take the stairs into the house on the right and silently use a Takedown on the man on the right. Search for a **Document** (Initiation) a few steps away.

Jump and climb out the window from that building, and hide. There are nine Soldiers guarding the occupied town. Stick with quiet weapons to eliminate as many of the guards as possible, and then switch to a Shotgun or Rifle if anyone sees you or notices the bodies. The lower end of town is the best place to hole up and fight if you're discovered early. The Soldiers can't get around to your sides or rear, so things turn into a standing battle that you should be able to win comfortably.

Replenish your ammo and search the village after the fighting. On the western side of town, there is a **Document** (Attachments) out in the open field (it's on top of a crate). On the small cliff to the northeast you get another one (On Boards).

A dilapidated cottage on the eastern side of the village conceals the way toward your objective and also contains a **Document**. Go there and slip up a narrow path toward the cathedral.

Quite a few Trinity Soldiers are between you and your objective. Conceal yourself in a bush and get your first few kills free of charge. It's hard to avoid all detection, because there is plenty of light out here and the enemies have a decent line of sight on their buddies' positions.

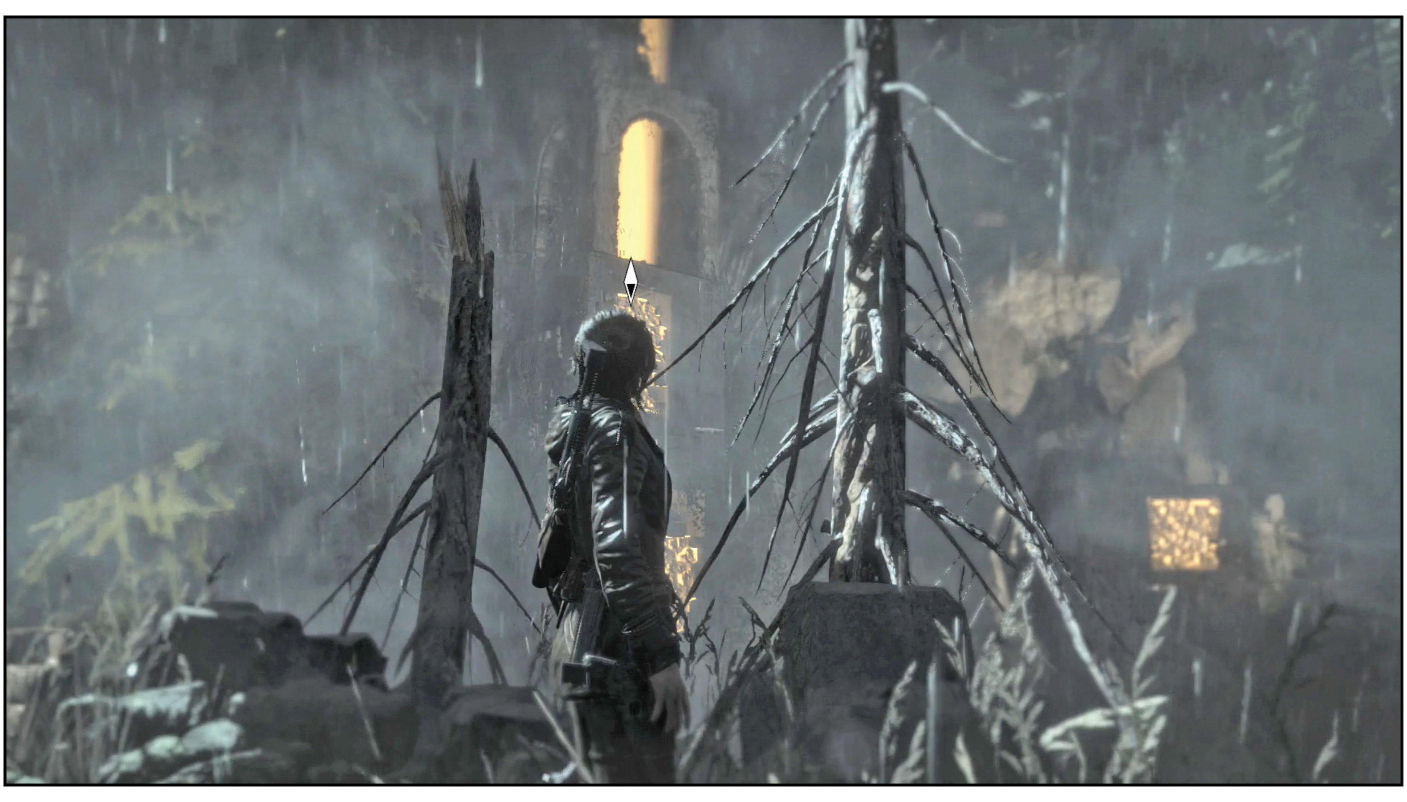
The good news is that the targets straggle into the area after your initial attack, so it's not very hard to take each one out with whatever weapon you prefer. The peskiest targets are the guys who stay on the balcony of the building. If they're being too tough, you might want to use a Grenade Arrow or charge them while their heads are down and use close quarters weaponry to finish the job.

Clear the yard and start to look around for a way into the cathedral proper. On the southern side of the large building nearby you find a **Document** (Vow of Poverty) on a closed crate. Climb the stairs and get a third **Document** (Forgiveness).

SCALE THE CATHEDRAL TO FIND THE ENTRANCE

Walk outside on the upper balcony of that building and grapple toward some stonework and statuary across from Lara's position. Get to the top of that and move over into the cathedral courtyard. Below, on the other side of that wall, is a Base Camp (Cathedral Courtard). A **Document** (Dangerous Errand) is on a crate just a moment away from the campfire. A box on the northern tip of the map has a **Relic** (Arrowhead).

To get up to the cathedral, climb the stairs that lead around the yard and then jump and grapple toward the stonework underneath your objective. Look at the picture here if you have trouble finding your position.



SOMETHING IS OUT HERE

A huge hunting cat is lurking in the bushes near this Base Camp. Don't go wandering into the night without your weapon ready and a plan of escape.

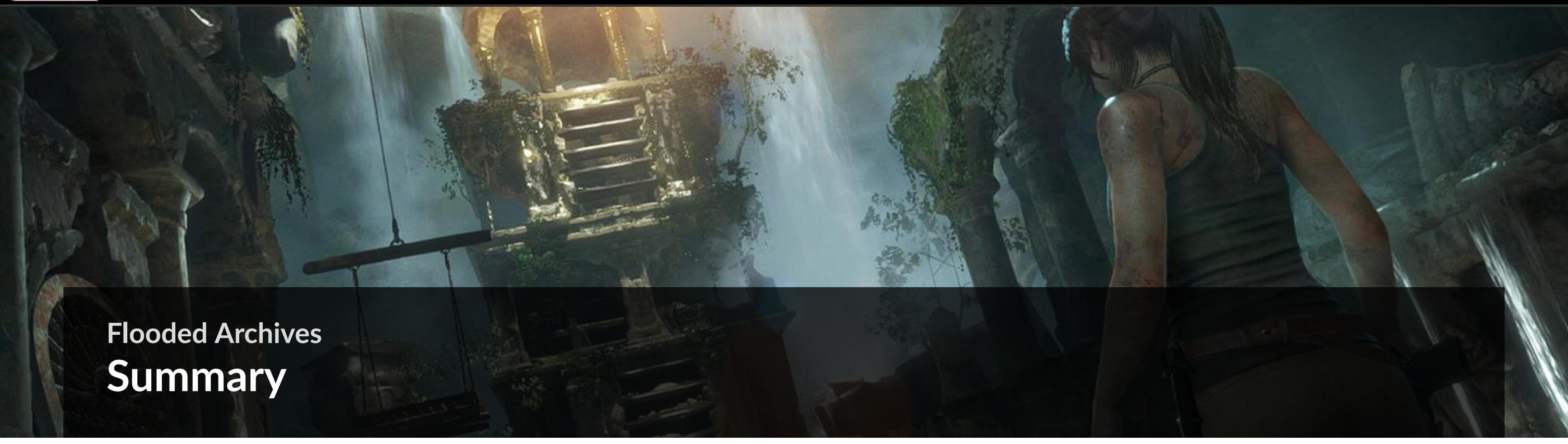
Climb up the main tower toward your objective, and use a stealth attack to kill the guard on the ledge above. Search his platform for crafting items, and then jump and grapple to the platform that he was watching. Walk to the end of that path and climb onto an outcropping over Lara's head. There are handholds above that, allowing you to continue scaling the outside of the building.

Crawl in through a window and vault across a large gap. Go around a bend and grapple back across the room a bit farther down. The route isn't difficult, but it sure looks frightening because of the heights.

Keep your eyes out for another Soldier on a platform in front of you. Snipe him before advancing, and then grapple over to his ledge. Shimmy to the left side of it so that you can climb safely onto the platform. Grapple to the left for a few crafting items, or jump onto the rockface ahead to move forward.

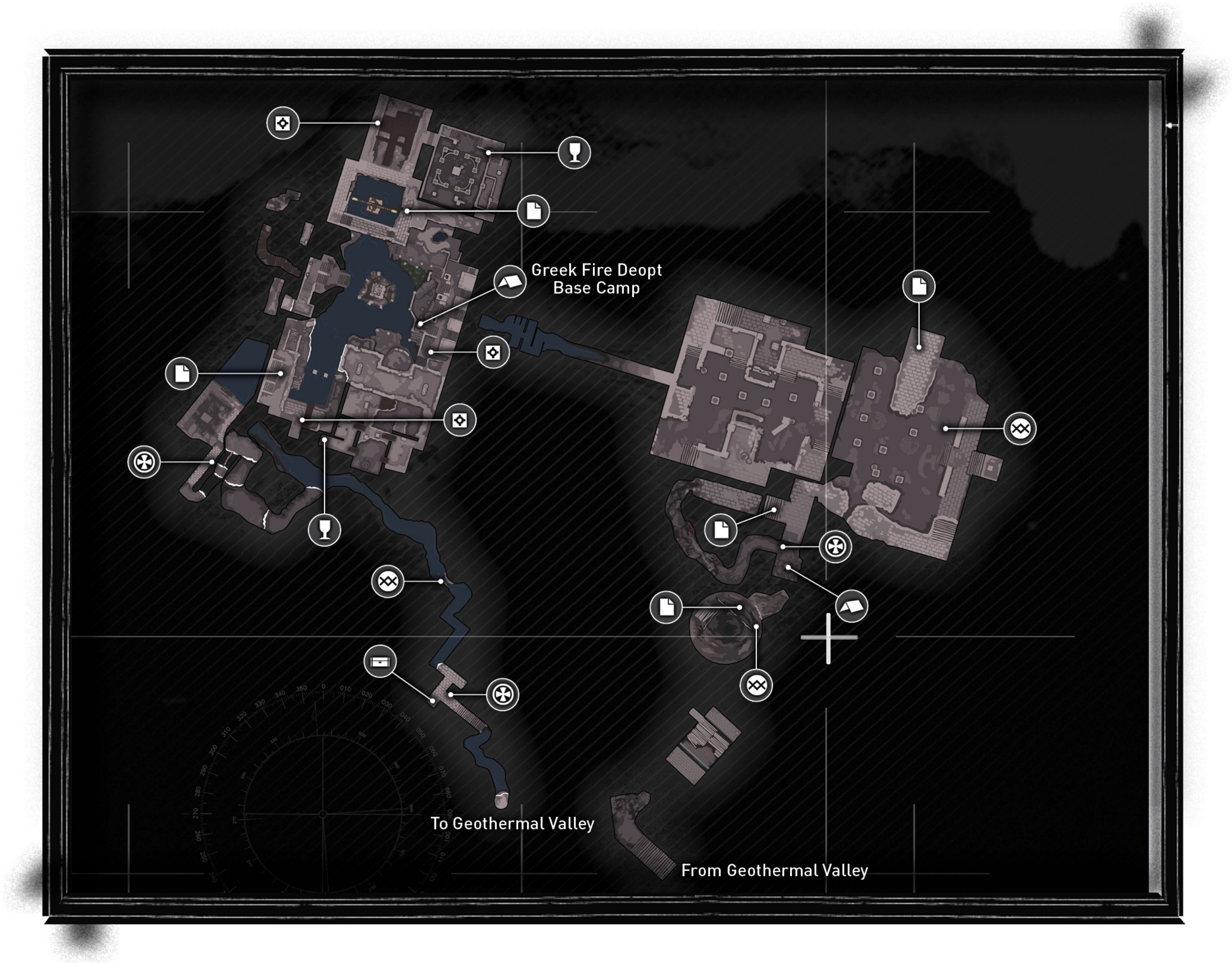
Climb the rockface and eliminate the guard above. Lara can shoot him once she gets to the top, or jump after him to practice her Death From Above skills.

That's it for enemies here. The rest of the climb is straightforward, so move on and get to the very top. You're almost back inside.



Flooded Archives

Summary


Greek Fire Deopt
Base Camp
To Geothermal Valley
From Geothermal Valley

REGION SUMMARY

Strongboxes	1
Relics	2
Documents	5
murals	3
Survival Caches	3
Coin Caches	3

MAIN OBJECTIVE

» Find the Atlas

CHALLENGES

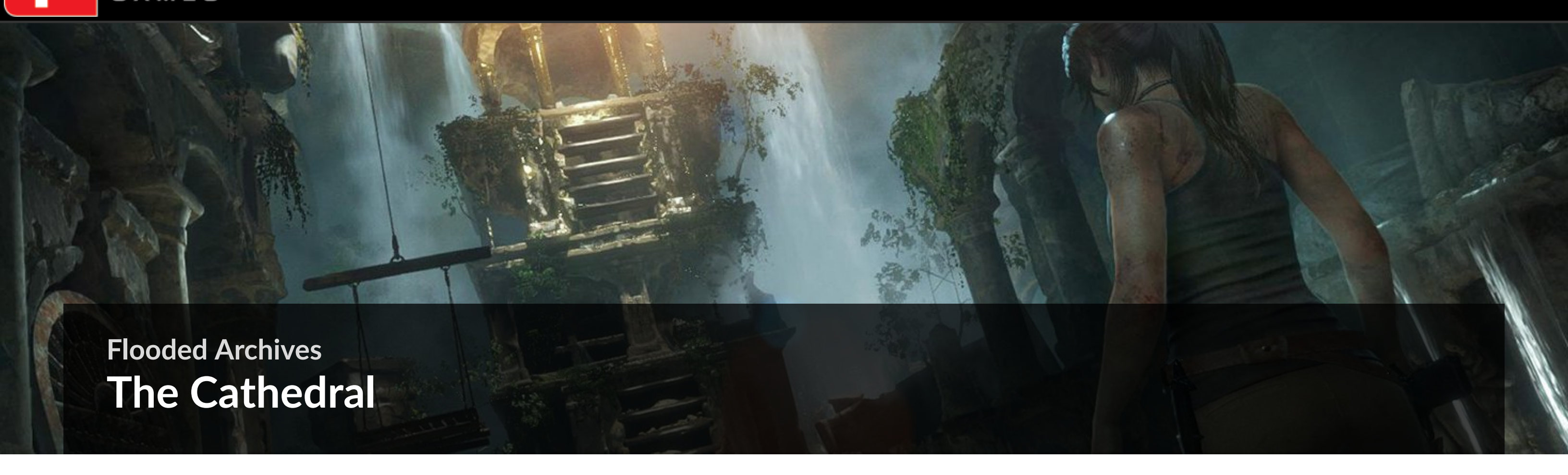
» None

ENEMIES AND PREY

» Trinity Soldiers

» Enforcers

» Fireflies



Flooded Archives

The Cathedral

FIND A WAY INSIDE

Vault from your platform into the next building. It's hard to see how to get up and out of that room, but look for handholds on the eastern wall. Jump to those and climb all the way up to the top of the area. Use Survival Instincts if you have trouble seeing the climbable spots or the way to advance.

Enter the cathedral when you reach the top platform, and watch a great scene. It ends with you dangling from a rope that can't hold forever. Take multiple shots at the two generators that are also hanging nearby. Three bullets in each destroys them, and the scene finishes after the second generator falls.

Lara drops to the bottom of the cathedral and you regain control. Search the ground for a **Document** (Broken Bonds).

LOOK FOR THE ENTRANCE TOTHE ARCHIVES

Take the eastern exit to leave that room, and use the Chamber of Records Base Camp. Examine the **Mural** on the wall as you head deeper into the tunnels. The sight that greets you is an unpleasant one, but move past it.

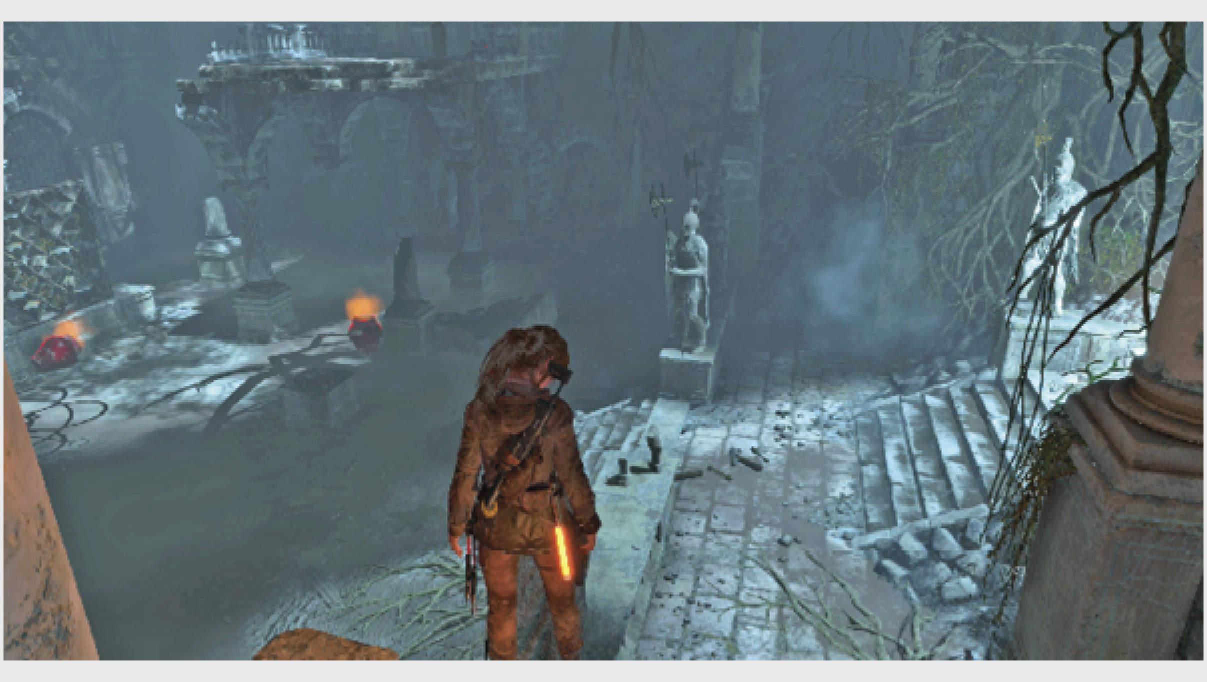
A barrier blocks you at the bottom of the corridor, but there are urns with flammable liquids in front of the obstacle. Use one of your guns to destroy the urns, detonating them in the process. The barrier goes up in flames, clearing the way for you.

RETRIEVE THE ATLAS FROM THE ARCHIVES AND FIND A WAY OUT

Move through into the Archives and drop down to ground level. Reload all of your weapons to get ready, and then pick up the Atlas. This begins a major assault by Trinity Soldiers. They don't have any Troopers in here, but their numbers are quite decent. They also have laser sights, so their accuracy is top notch.

GREEK FIRE WINS THE DAY

If you have any trouble with this fight, start shooting at the urns around the room. They burn anyone nearby, ensuring that you can clear Soldiers that are behind cover without needing to aim for more than a moment. The urns are really easy to hit.



The stone pieces near the altar are wonderful for cover. Stay behind those for pretty much the entire fight. Switch between the two of them to avoid explosions, but that's the only time you should leave cover. Focus all of your best attacks on the Soldiers that rush Lara to try and get her into melee combat. They're the biggest threat because they'll distract you and make it much easier for ranged attackers to get free shots against you.

There is a tricky Document to get in this area. Once everything is clear, climb onto the ledges where you first entered this location. Swing across two chandeliers onto a ledge to the north. Get a **Document** up there.

Walk into the adjoining room and hurry to cover again. More Soldiers are arriving, and they have an Enforcer with them. Switch to explosives (crafted items or Grenade Arrows) to help deal with this threat. Also watch out for the flanks; Soldiers try to get around to your side using the raised areas on the left and right sides of the room.

Defeat this group and loot the bodies quickly. A second, and nastier, wave is approaching. Get all the ammo that you can, and retreat to cover. The new attackers use the higher ground better than the last crew, so watch out for the raised platform above and to your left.

If you're the type of person who holds back on special ammo and Arrows because you like to have them available on a rainy day, then remind yourself to treat this threat seriously. A few special Arrows can turn this entire battle in your favor; do not hold back. You don't want to have your back to the wall with only your Pistol to rely on. Even there, you can switch to Hollow Points and put serious damage into your targets.

OUCH! THIS FIGHTS TAKES YOUR RESOURCES

Even on lower difficulty modes, the two fights in this area hurt. You don't get many Herbs to resupply yourself, and that means that Lara's health is at a premium.

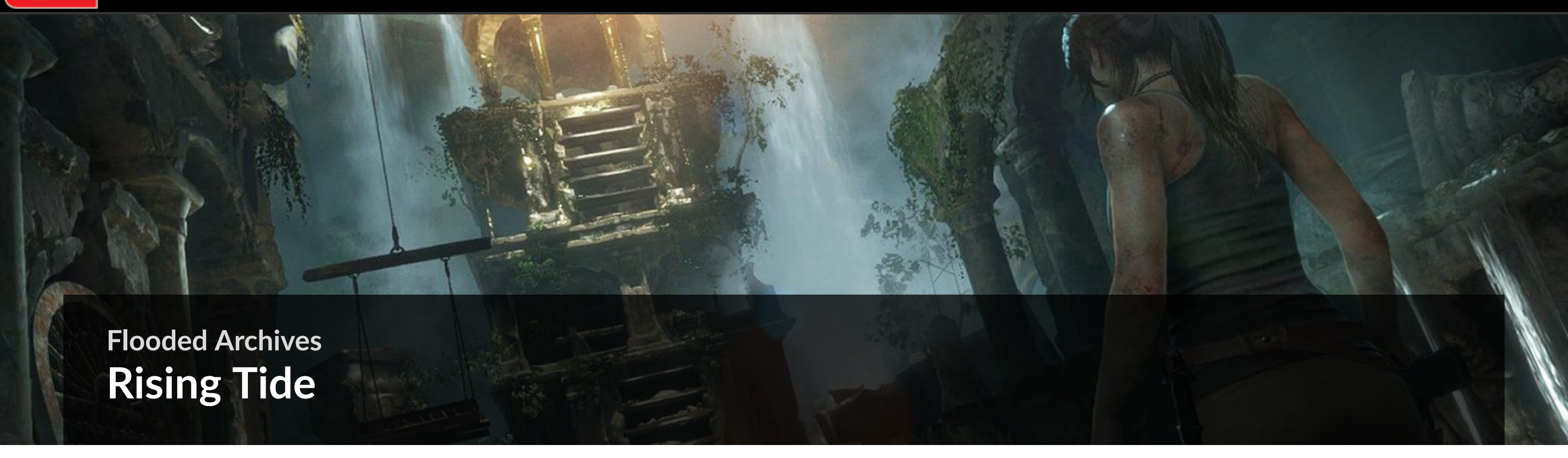
If you find yourself taking too many hits, retry the battle. You can often do a better job and make sure that Lara goes into the next battle without being tapped out on her Herbs.

Take the western exit after your enemies fall. Gather all of the ammo that you can while moving out, and hurry through the next tunnel. You're spotted by a Firefly and have to swim quickly underneath a wall of fire. Go as fast as you can through the tunnel, and watch the next scene. Lara gets a Rebreather here, and just in time!

AIR IS A GOOD THING TO HAVE

The Rebreather lets you stay underwater without taking damage.

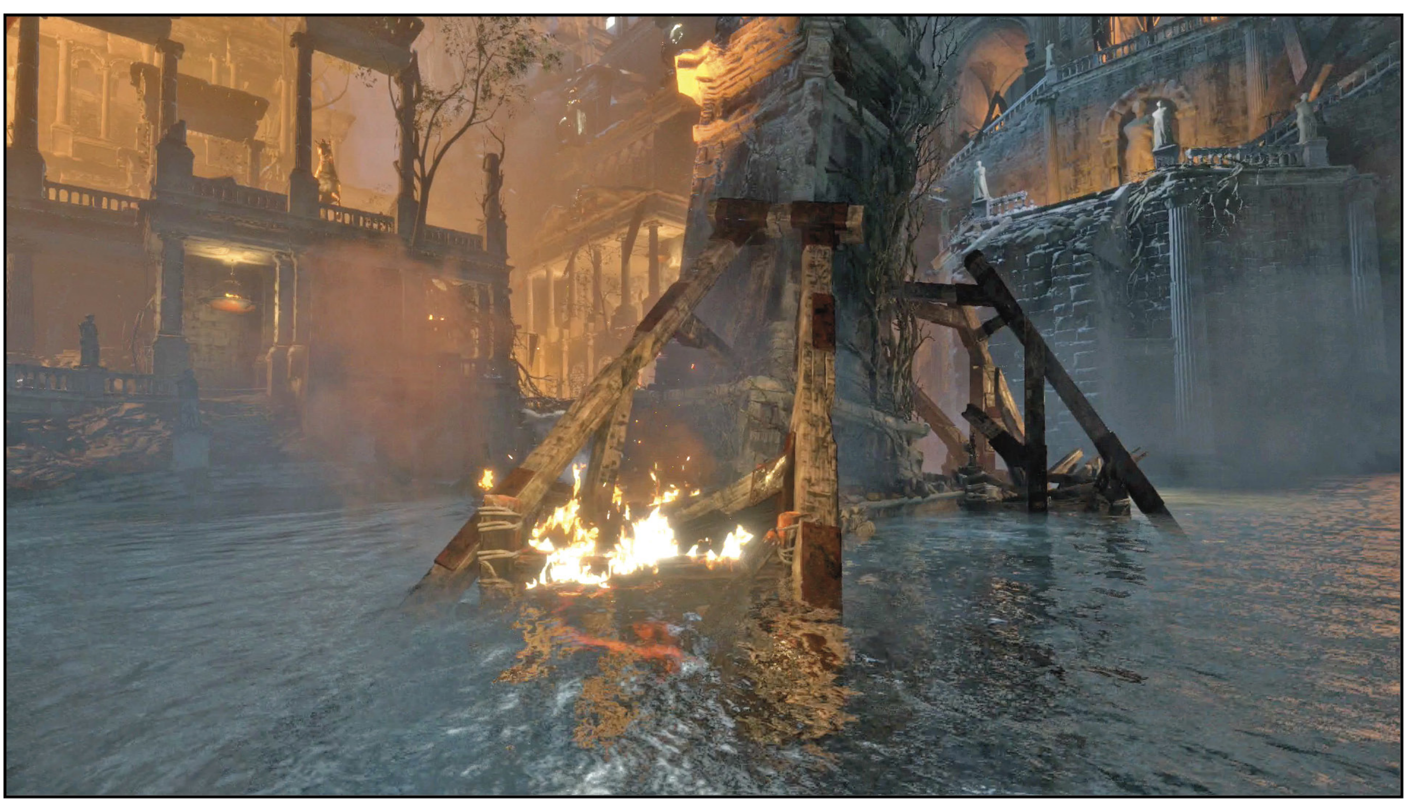
Swim to the western side of the map and get out of the water when you finally reach a safe place to pull yourself up.



Rising Tide

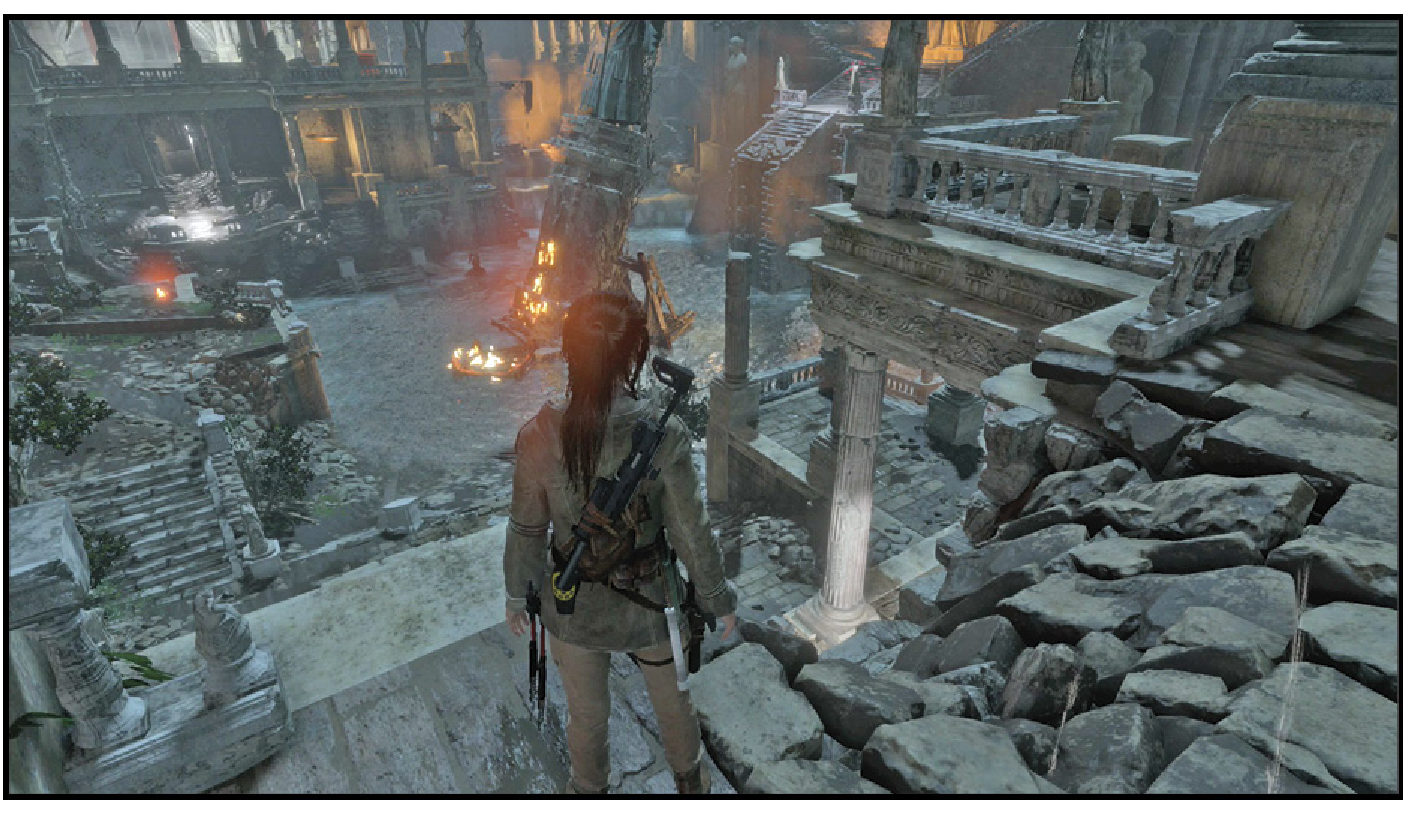
FIND A WAY TO ESCAPE WITH THE ATLAS

There is a statue in the western portion of the map, and you need to take out its supports to leave the Archives. When you're close enough to see it, watch the water below. An urn of Greek Fire floats past. Shoot the urn when it's close to the statue to damage the foundation.



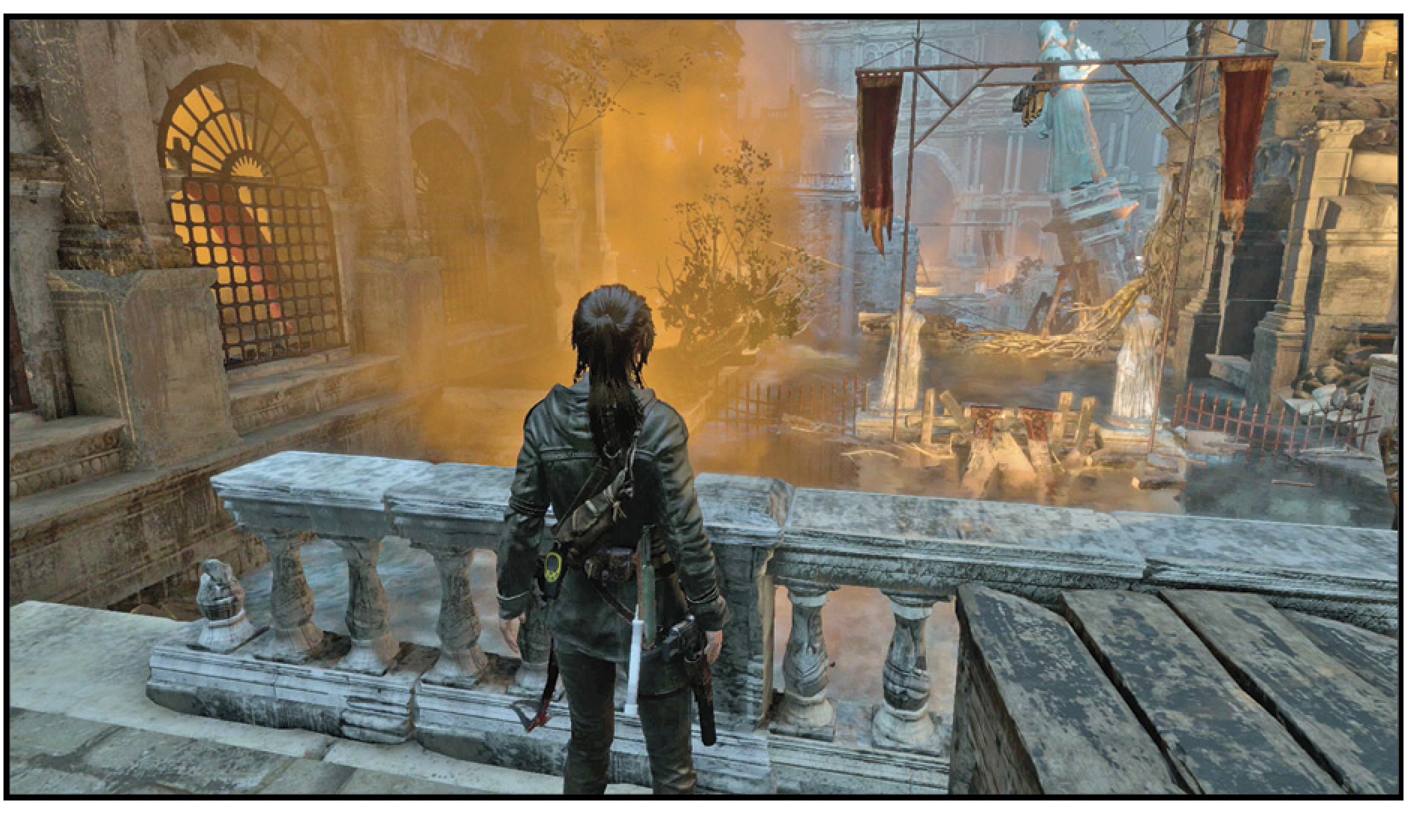
Use the Base Camp (Greek Fire Depot) that is along the waterline. Now, search everywhere! The northeastern room has three Soldiers, but they're distracted because of attacks by a mysterious enemy. Snipe them from the upper ledges and then replenish your ammunition. These guys had a whole stockpile of it! A **Relic** (Pennon Flag) is near the northeast corner. Climb a rockface on the left side of the wall and jump over a couple of traps to reach the item.

From there, use a hallway on this upper tier to seek a **Document** (The Greater Good). It's out on the balconies. At the end of the Balcony is a Greek Monolith, but it requires amazing skill to use. Unless you have level 7 Greek, you can't translate this one yet.



Use your Bow and Rope to break open a barrier into the room to the west, and loot a **Survival Cache** from some debris on the other side of the obstacle.

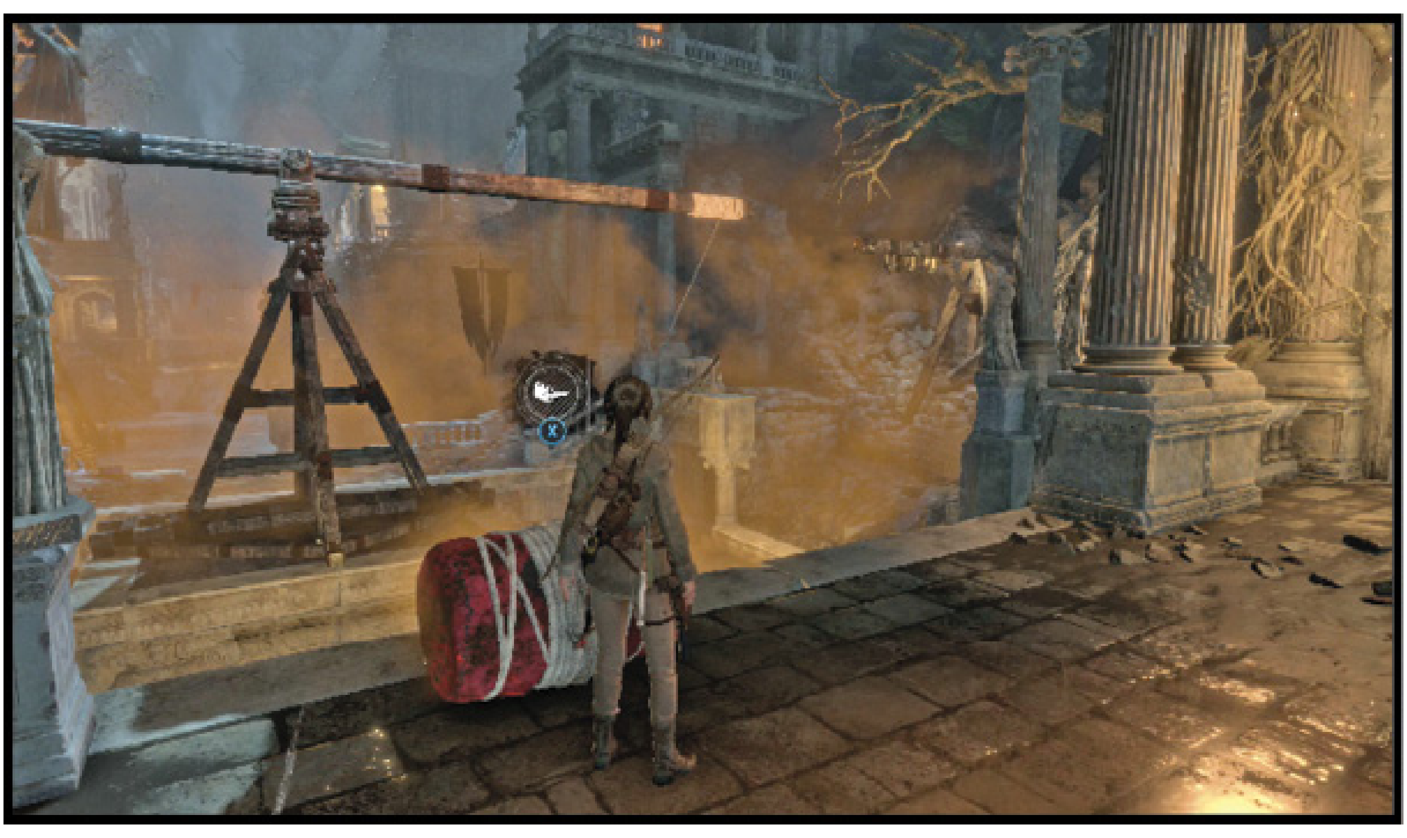
An **Archivist's Map** is in the southeastern corner of the region, on the upper tier. A **Relic** (Battle Standard) is on the same tier, but in the southwestern hallway. The floor near that is trapped, so avoid the center of the passage or be ready to shoot two wooden blocks. That stops the spike trap from ruining your day. Nearby, on the lower tier, a **Survival Cache** is hidden. Search along the middle of the lower platform.



The balcony on the southwestern side of the area has a **Document** (Death and Rebirth).

When it's time to move on, take a look at the puzzle that's in the center of this area. You need to dispatch Greek Fire urns from the two sides of the statue and then detonate them once they're in position.

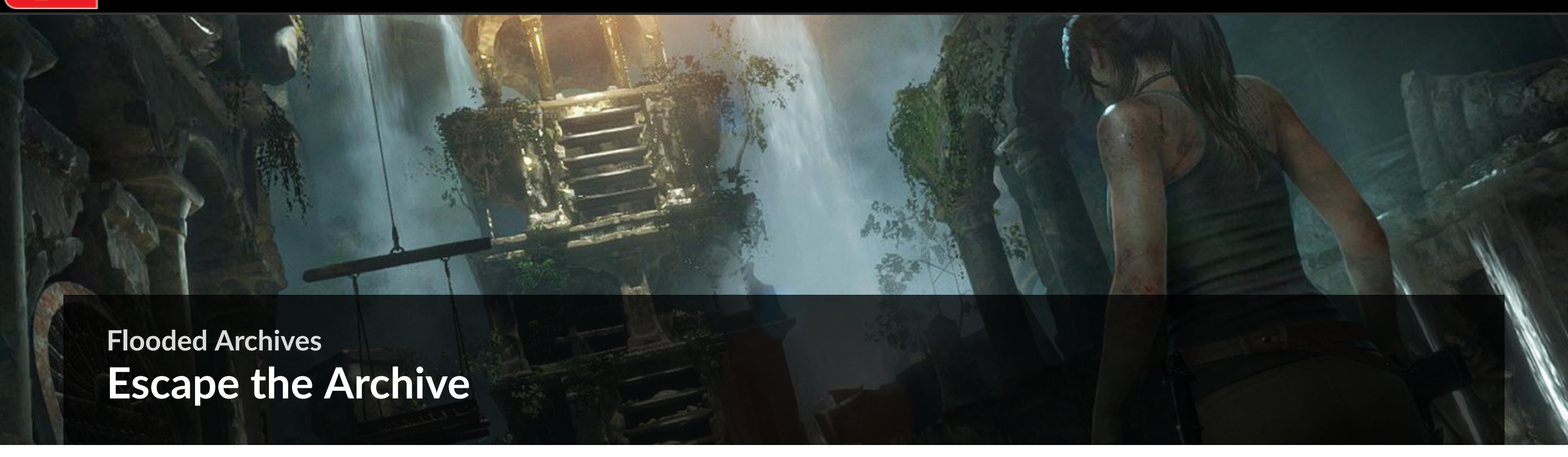
The northern urn isn't too bad. Use your Survival Instincts to find the dispenser on the northern side of the area. Use your Bow and Rope to pull open the dispenser and release an urn. Stand next to the urn, tether it to the crane arm above you with a Rope shot, and then kick the urn into the water (using Interact).



Then, twist the crane arm around twice to spin the urn to the other side of the pool. Dispense a second urn, tether that to the opposite arm of the crane, and then kick it over the edge too. This equalizes the weight on the two arms and pulls the far urn out of the water.

Go to that one, cut it off of its line, and kick it over to the pool at the center of the room. The urn drifts over to the statue, and that's when you're free to shoot it. You're now halfway done!

Go to the southern objective and pull on the Rope that is highlighted. This dispenses an urn. It floats over to a barricade and then stops. Shoot it to destroy the barricade. Dispense another urn and then stand next to a Rope Coil along the water's edge. Tether the urn to that Coil so that it pulls closer to your position. When it stops at the end of its Rope, cut the line and watch it float to the statue below. Shoot it to finish the puzzle.



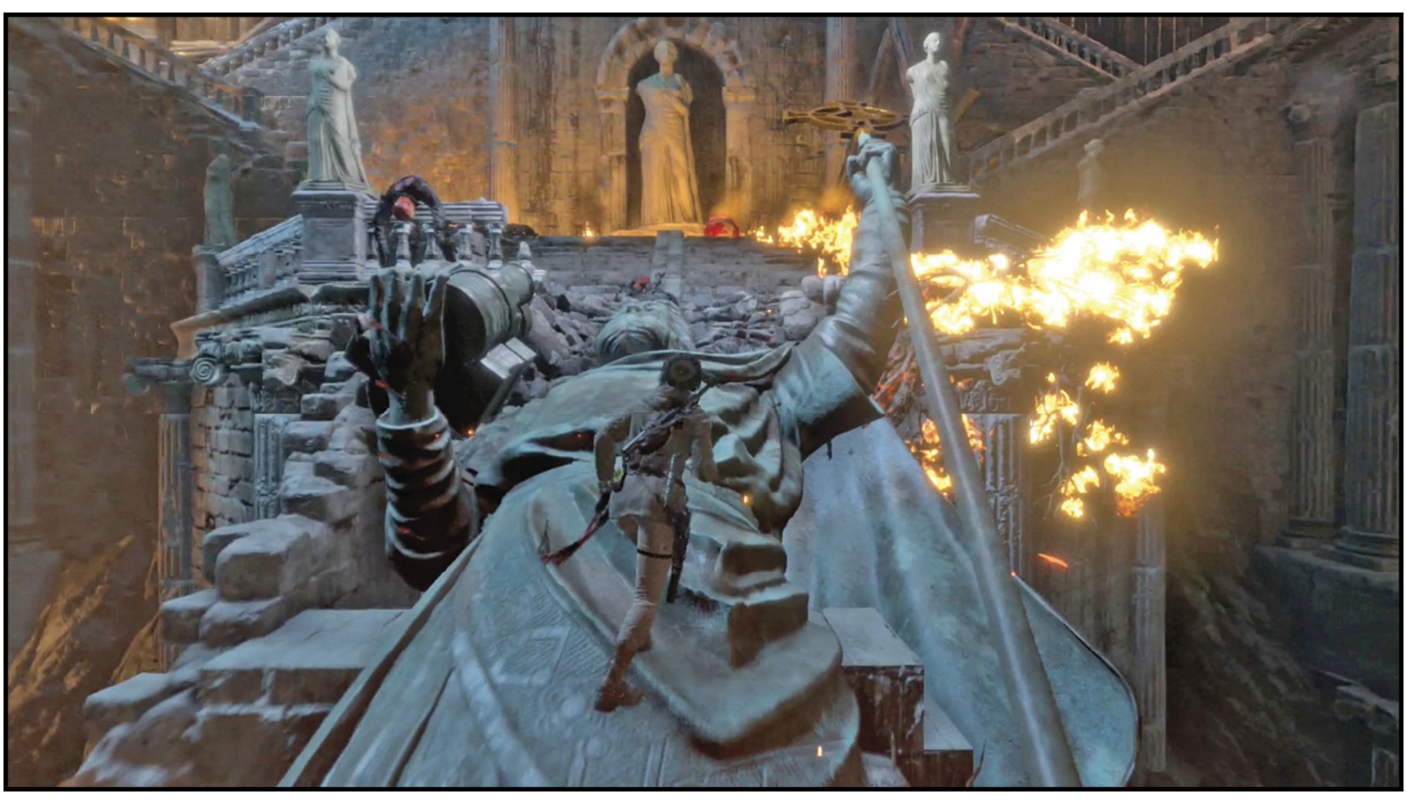
Flooded Archives

Escape the Archive

RUN!

A scene begins. When you regain control, tear out of the Archives before the attackers can stop you. This section is intuitive enough that you can likely do it without any assistance. However, here are the instructions for completing the evacuation in case you run into any trouble!

» Run up the fallen statue, using it as a ramp



» Veer left at the top of the ramp.

» Run up the stairs and pull yourself to the upper landing.

» Jump up, onto handholds along the wooden wall, to your right.

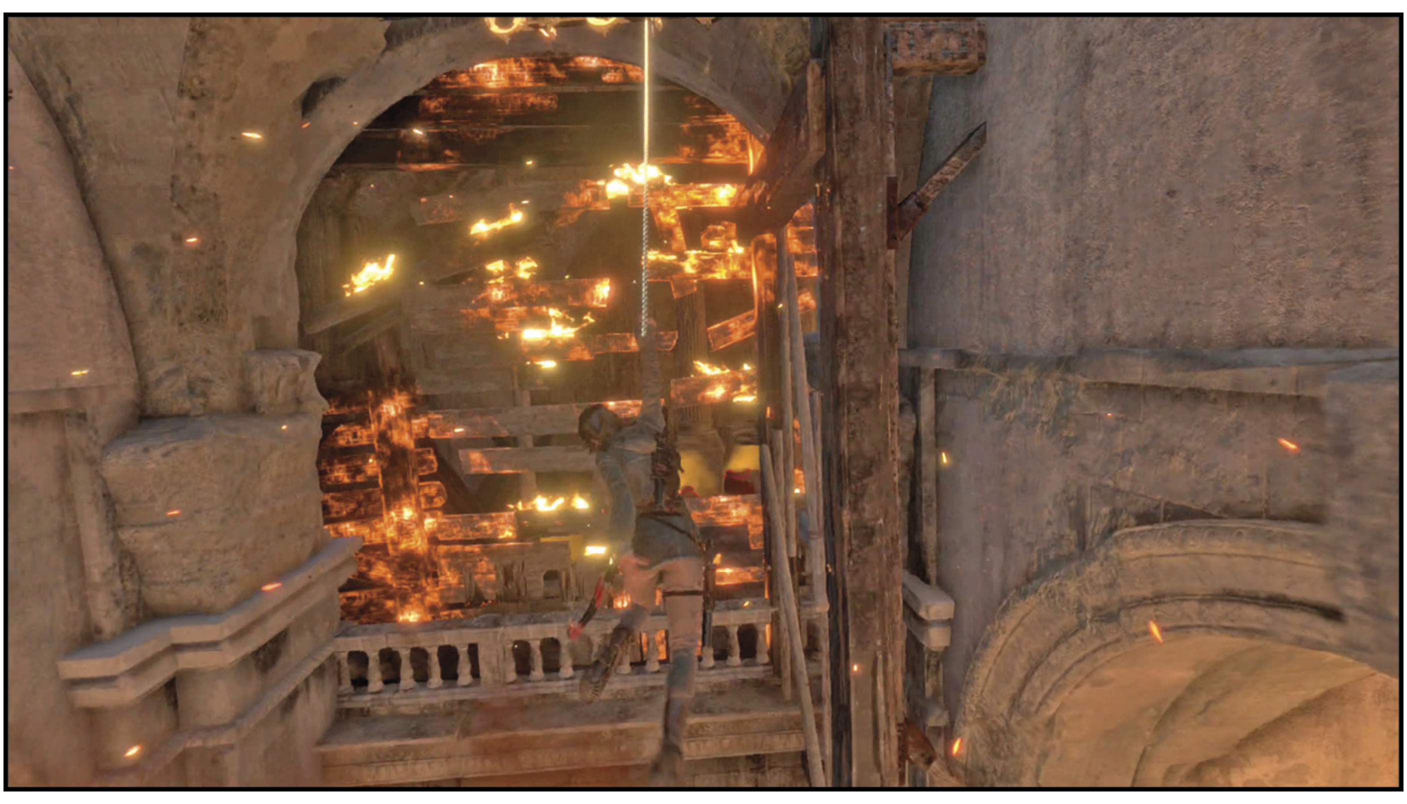
» Climb to the top of that wall.

» Jump and grapple across and large gap, aiming toward another wooden wall.

» Quickly scramble up that wall when you land, and get to the top of it.

» Run along the wooden walkway where you land, and jump across a small gap.

» Jump and grapple over a much larger gap and then smash through a burning wall.



» Run and jump over to a beam of wood.

» Pull yourself up and walk to the right.

» Jump up the wall onto a climbable area, and keep scrambling up as high as you can go.

» At the top, jump left, onto another walkway.

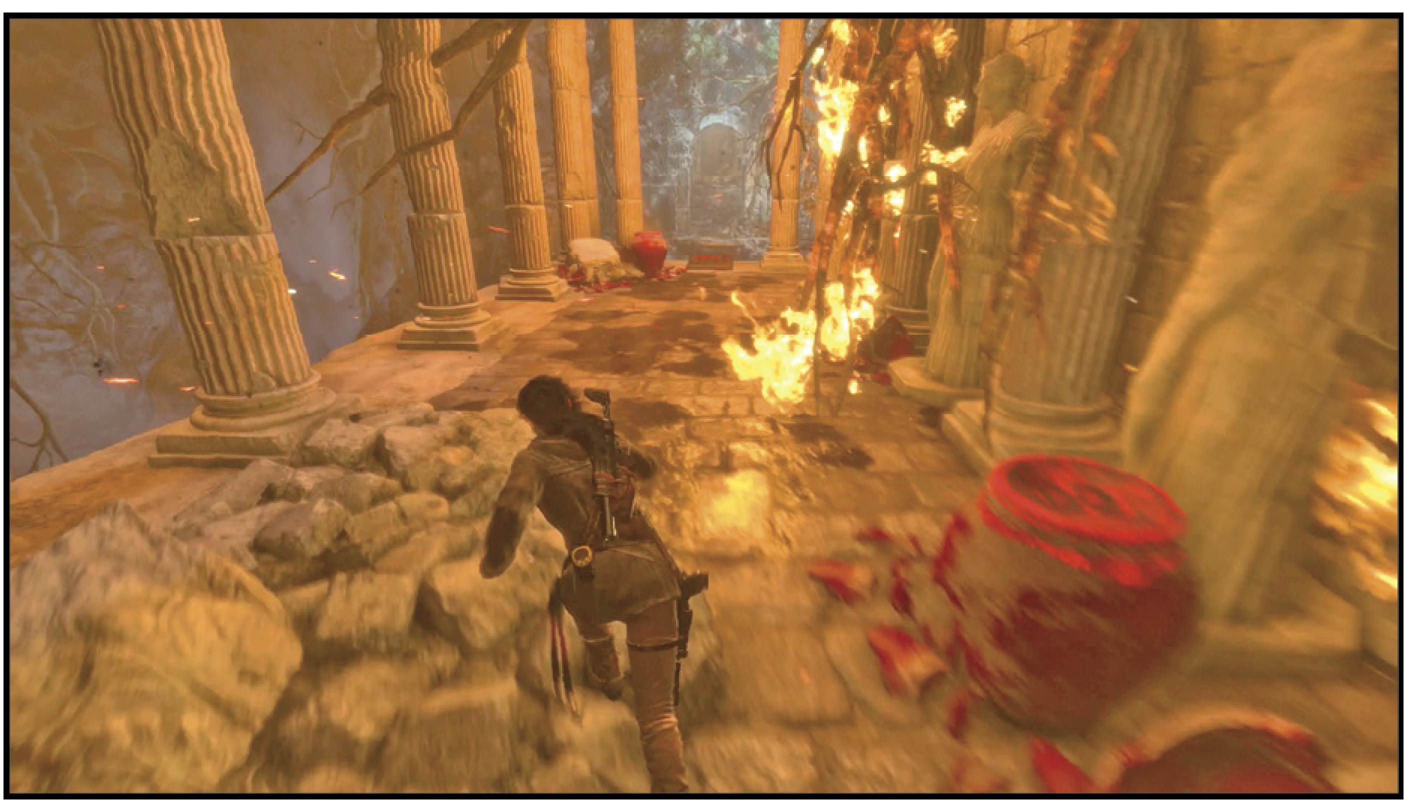
» Run to the end of the walkway, jump, and grapple onto a hanging container.

» Climb onto that box, jump onto a wooden beam, and leap right to catch another set of handholds.

» Climb to the top of the Archives.

» Swing to another platform, and sprint forward.

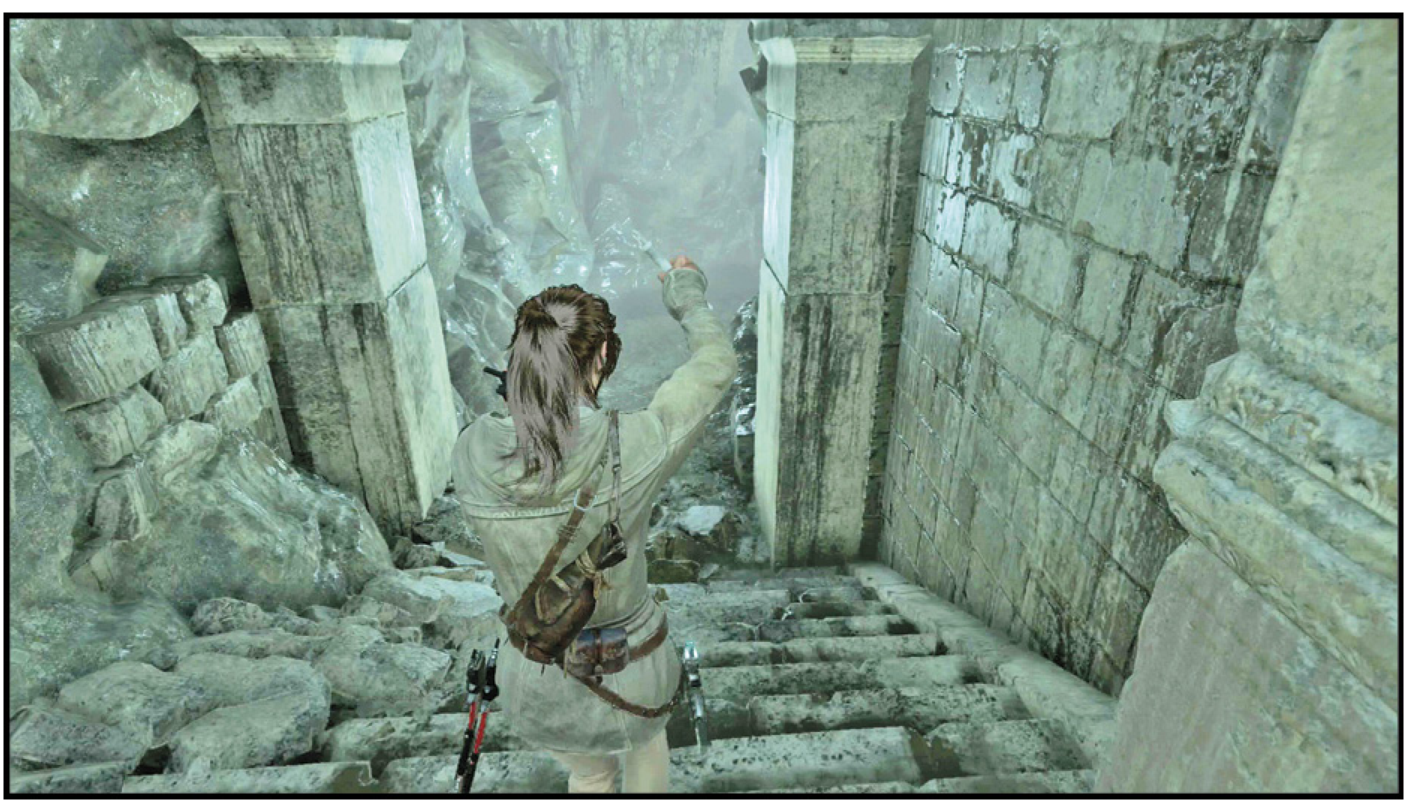
» Rush past the exploding urns of Greek Fire, jump over a gap, and slide down into the water below.



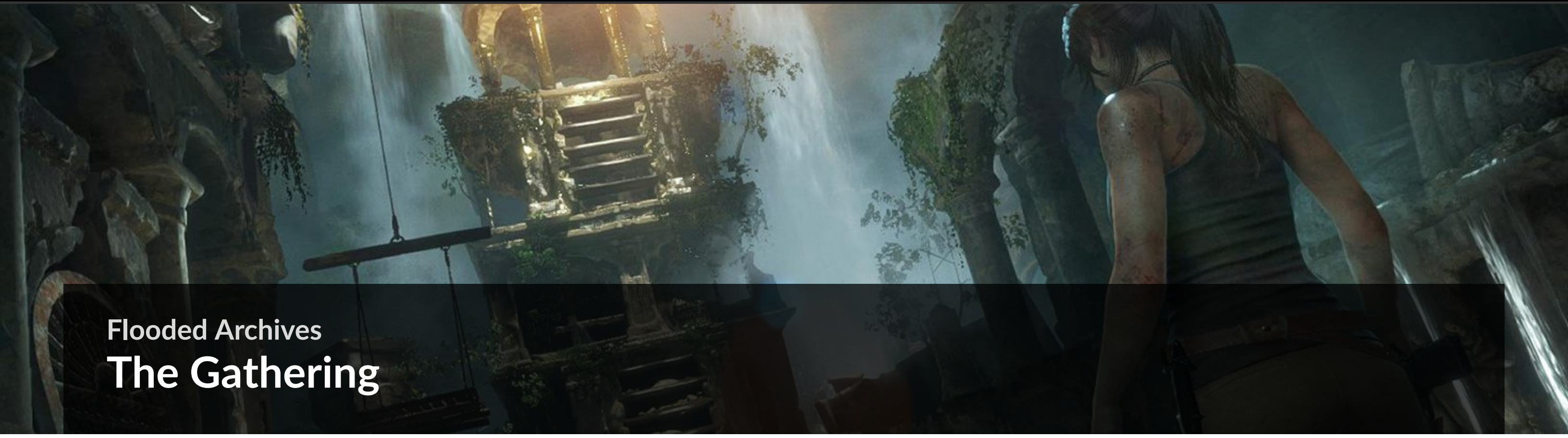
RETURN TO THE VALLEY

Swim out of the submerged cavern. You breathe without trouble now, thanks to your Rebreather, so this is easy stuff. Go through a couple of sunken areas, and climb up to solid ground at the end of the route. You're going to miss some collecting here, but you have to come back later with more tools.

On the way out, you find a **Strongbox** and a **Mural**. The route is linear, so you won't have any trouble seeing them.



Just before you break out of the cave, a call comes in over the radio. Climb a rockface and go back into the Geothermal Valley. It's good to see the sun again.

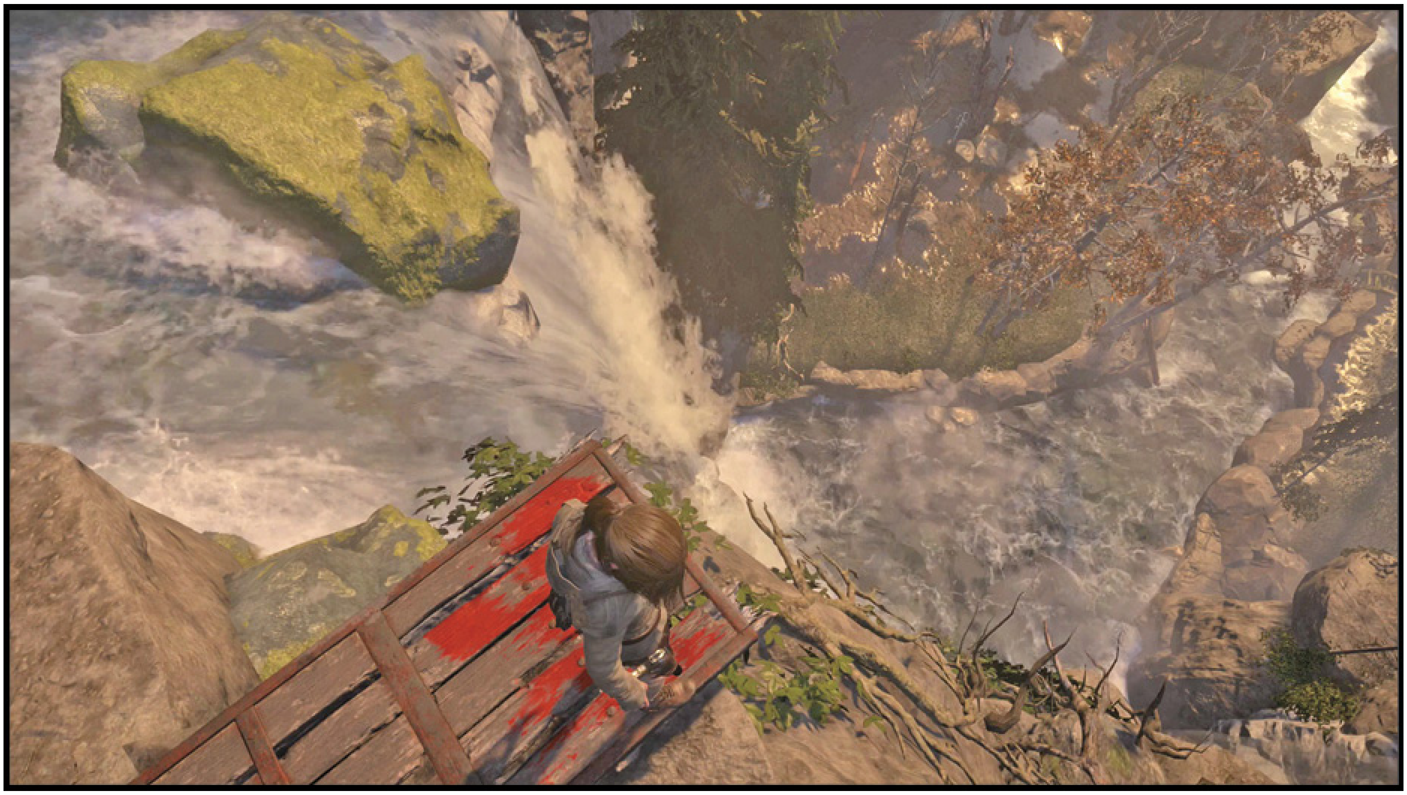


Flooded Archives

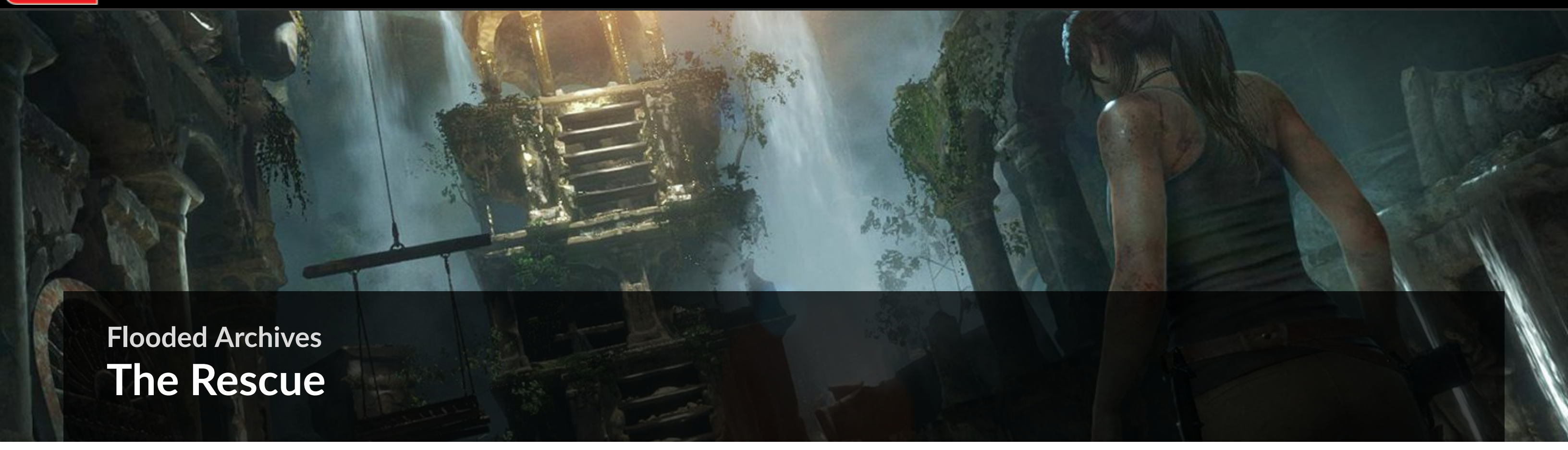
The Gathering

FIND YOUR WAY TOTHE OBSERVATORY

Follow your marker along a gentle path. Grapple over a large canyon, and search for a new Base Camp (Ridgeline) on the other side of a river. Look over the edge of a waterfall for a truly splendid view, and search the camp for an Archivist's Map. There is also a Survival Cache near a barricaded entrance. Break the barricade to find a Document inside a small cubby.



Meet your allies by the staircase to the north. They come up to the observatory with you. An extended scene follows. When it ends, you leave for the Soviet Installation once again.

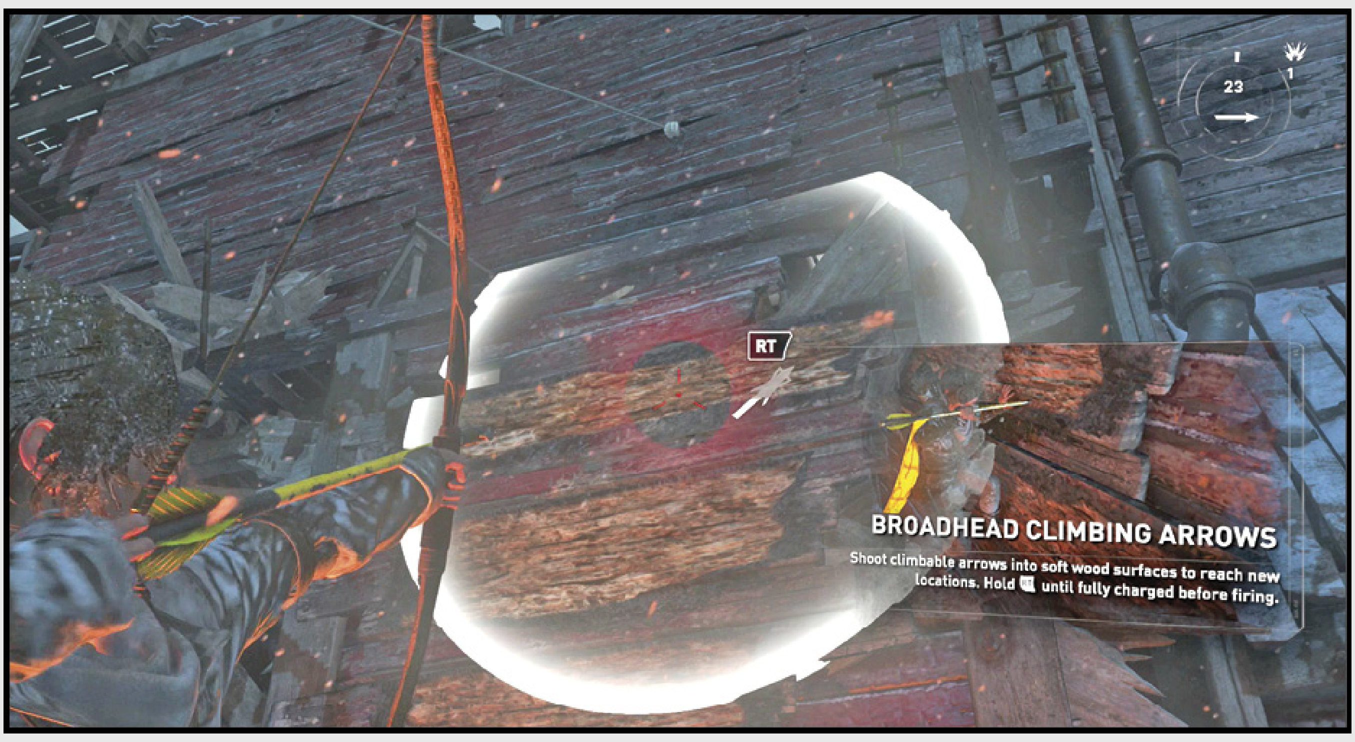


FOLLOW THE TRINITY HELICOPTER TO THE SOVIET WEATHER STATION

You regain control at the Copper Mill Bridge Base Camp. Talk to Sofia on the radio, and then open a **Strongbox** that's beside the campsite. You find a set of **Broadhead ClimbingArrows**. They'll come in handy on the path ahead.

A WHOLE NEW WAY TO CLIMB

The Climbing Arrows let you shoot wooden surfaces with special Arrows. These are strong enough that Lara can pull herself up onto them. You can now reach ledges and platforms that were completely inaccessible before!

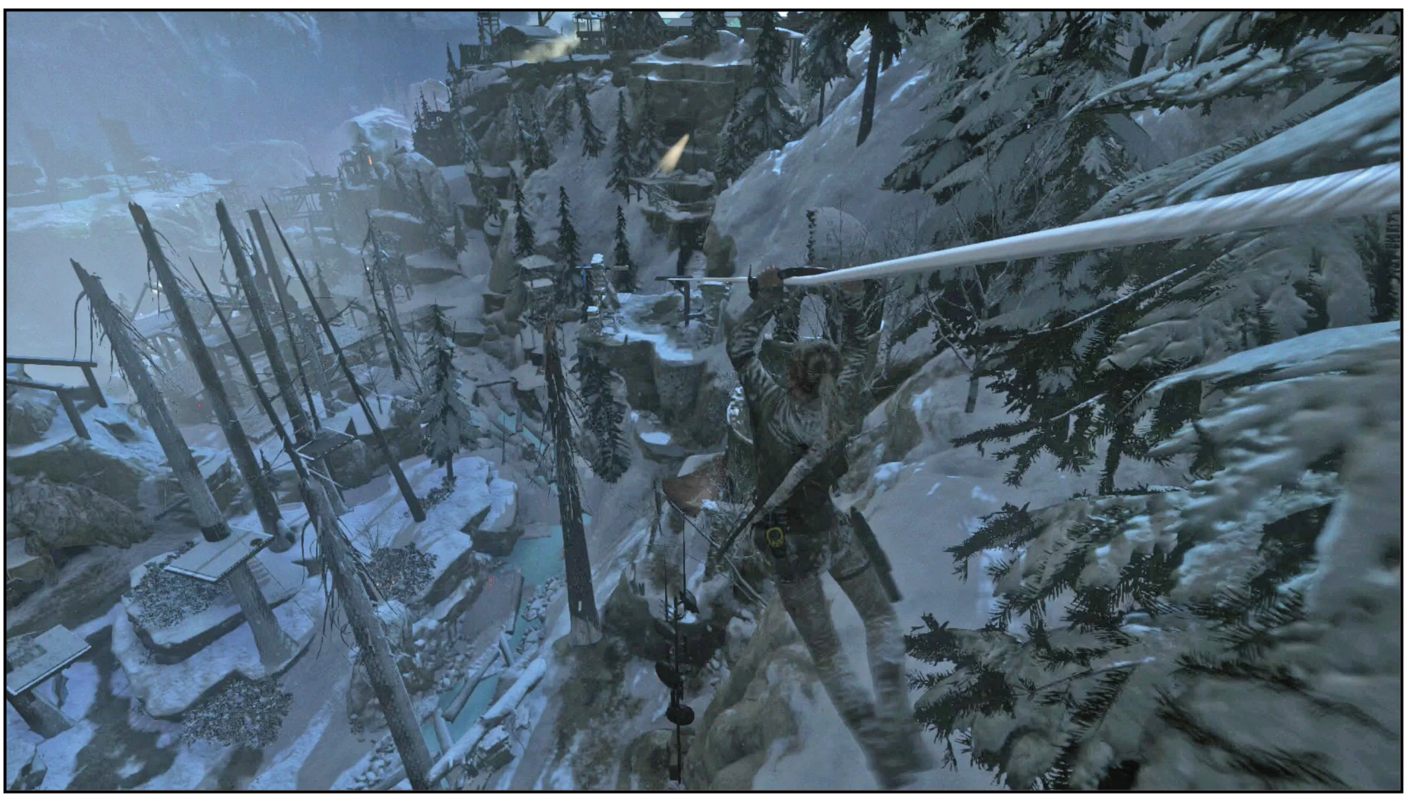


BROADHEAD CLIMBING ARROWS

Shoot climbable arrows into soft wood surfaces to reach new locations. Hold until fully charged before firing.

Use your new Climbing Arrows on the wooden planks nearby. They glow when you use Survival Instincts, so spotting them doesn't take long. Make two platforms for yourself and then climb to the top of the wall.

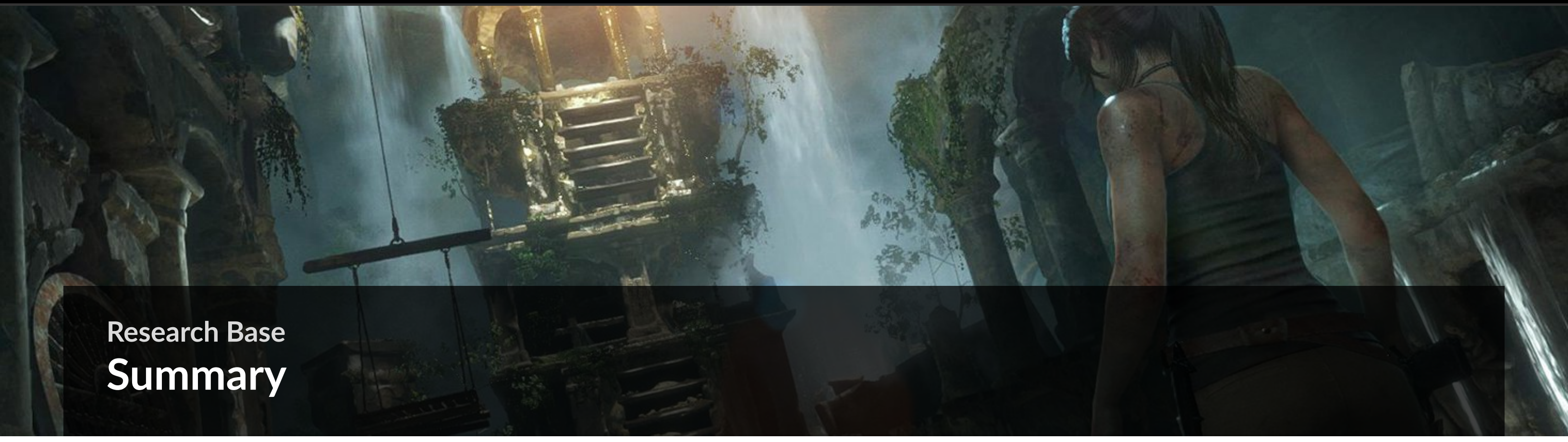
Examine a **Mural** partway up, and then use zip lines to traverse almost half of the map! It's a fun ride that gets you most of the way over to the next waypoint.



Run the rest of the way to the objective. You need the Climbing Arrows again when you arrive. The wall leading toward the next map has to be climbed with your new tools. Put a few Arrows into the wall and use them to reach the top. Search the area above for a **Document** (Separated). Close by, there is also a **Strongbox**!

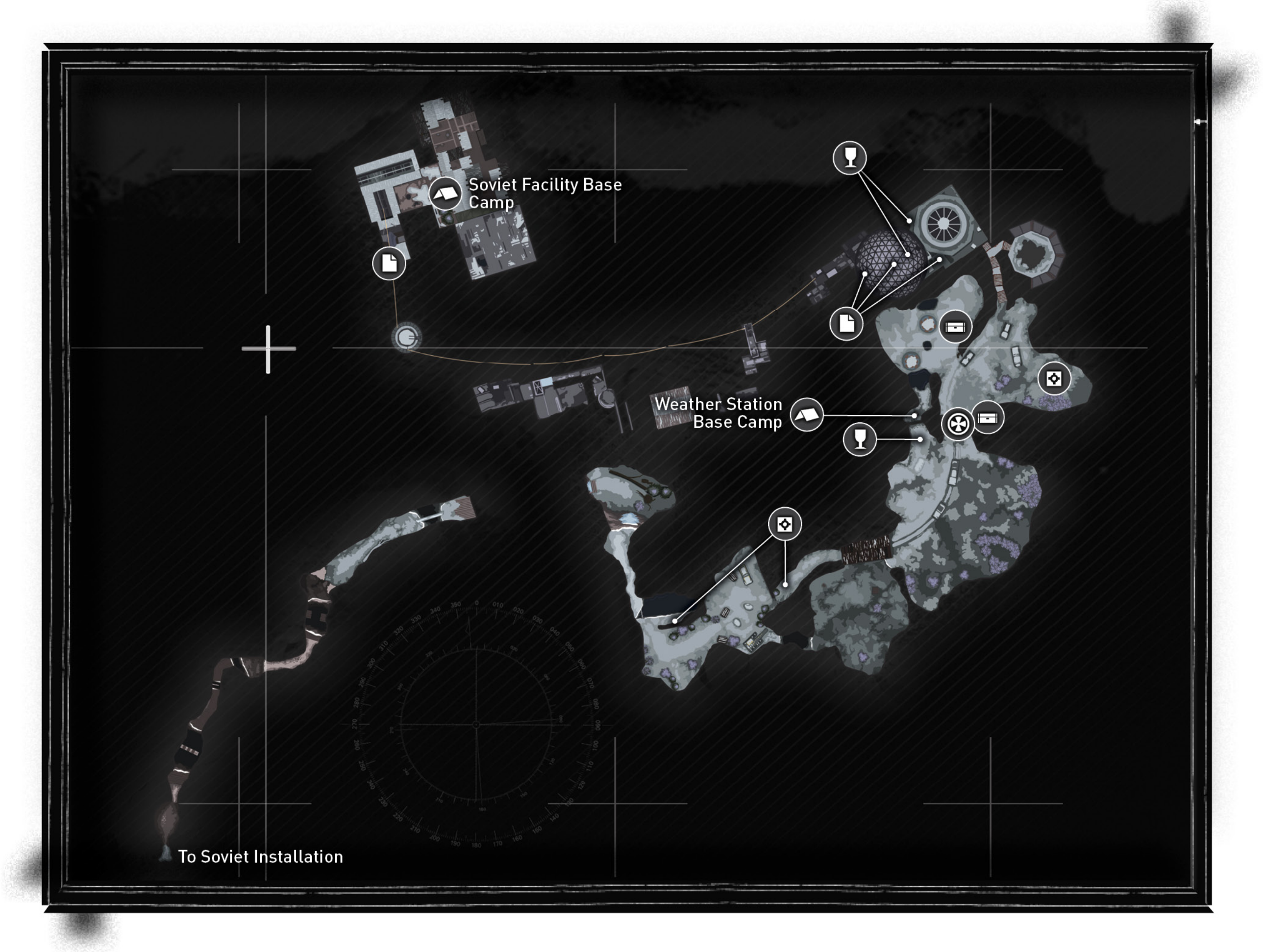
A **Survival Cache** is on the main path that leads out of the region, so look for its telltale glint while you explore. The cache is only feet away from an **Explorer Satchel**.

Seek shelter in a cave at the top of the pass. Another storm is coming in hard, and Lara can't survive the night without some refuge. Inside the cave, she finally gets to rest.



Research Base

Summary


Soviet Facility Base Camp
Weather Station Base Camp
To Soviet Installation

REGION SUMMARY

Challenges COMPLETED	1
Strongboxes	2
Relics	3
Documents	4
Murals	1
Survival Caches	3

MAIN OBJECTIVE

» Retrieve the Atlas and Save Your Ally

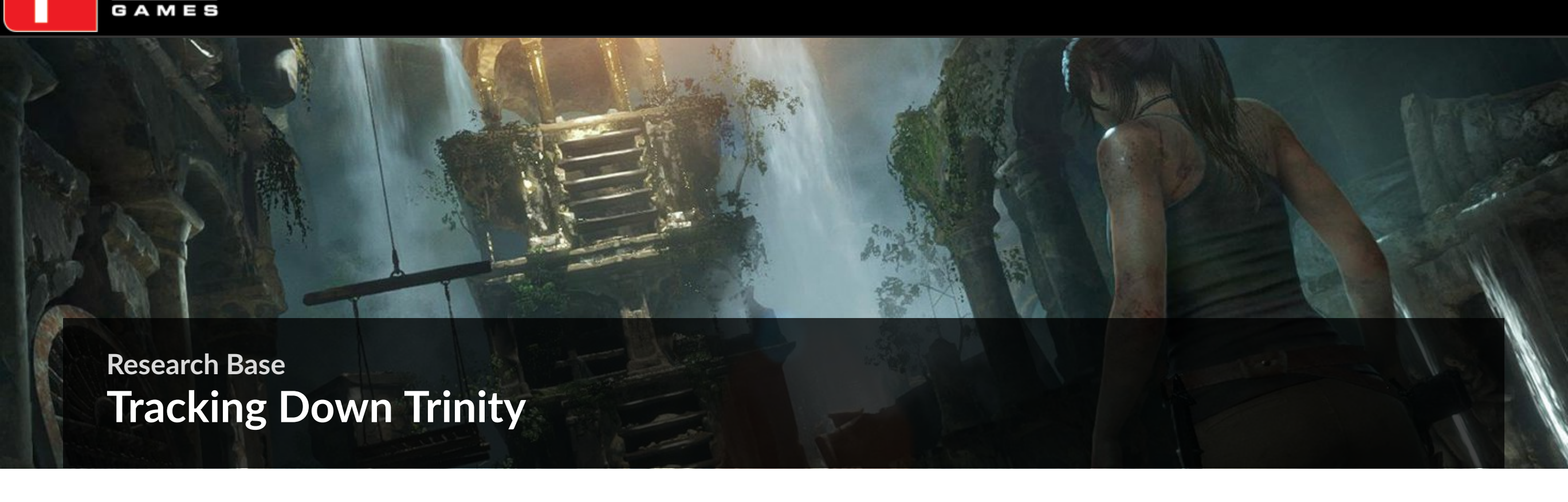
CHALLENGES

» Scorched Earth (Destroy 4 Fuel Tanks)

ENEMIES AND PREY

» Trinity Soldiers

» Enforcers

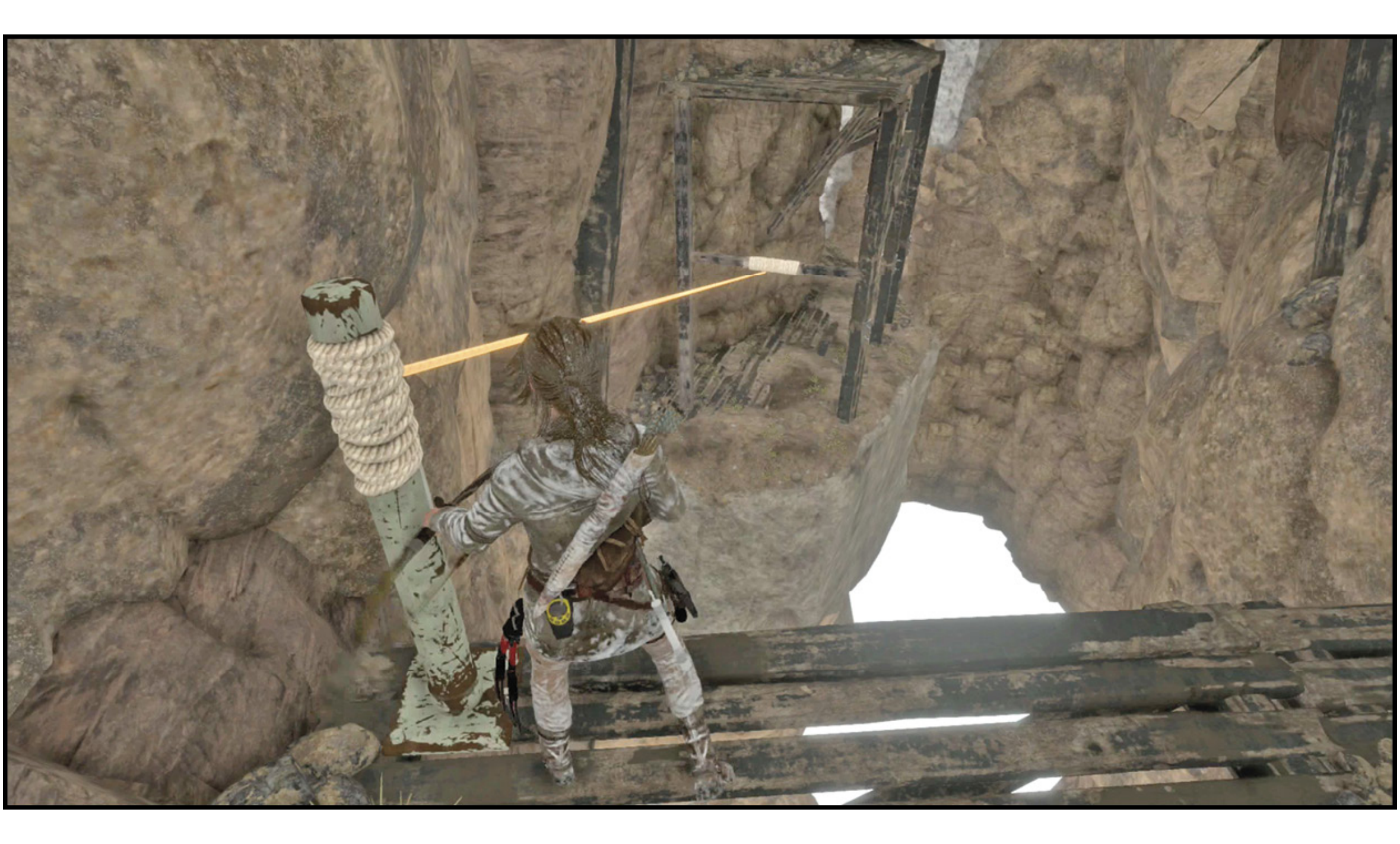


Research Base

Tracking Down Trinity

EXPLORE

A long tunnel takes you toward the Research Base. Squeeze through a narrow opening and break into the main cavern as you advance. Grapple onto the walkways ahead, and use a rockface on the northern end of the room to climb toward your objective.

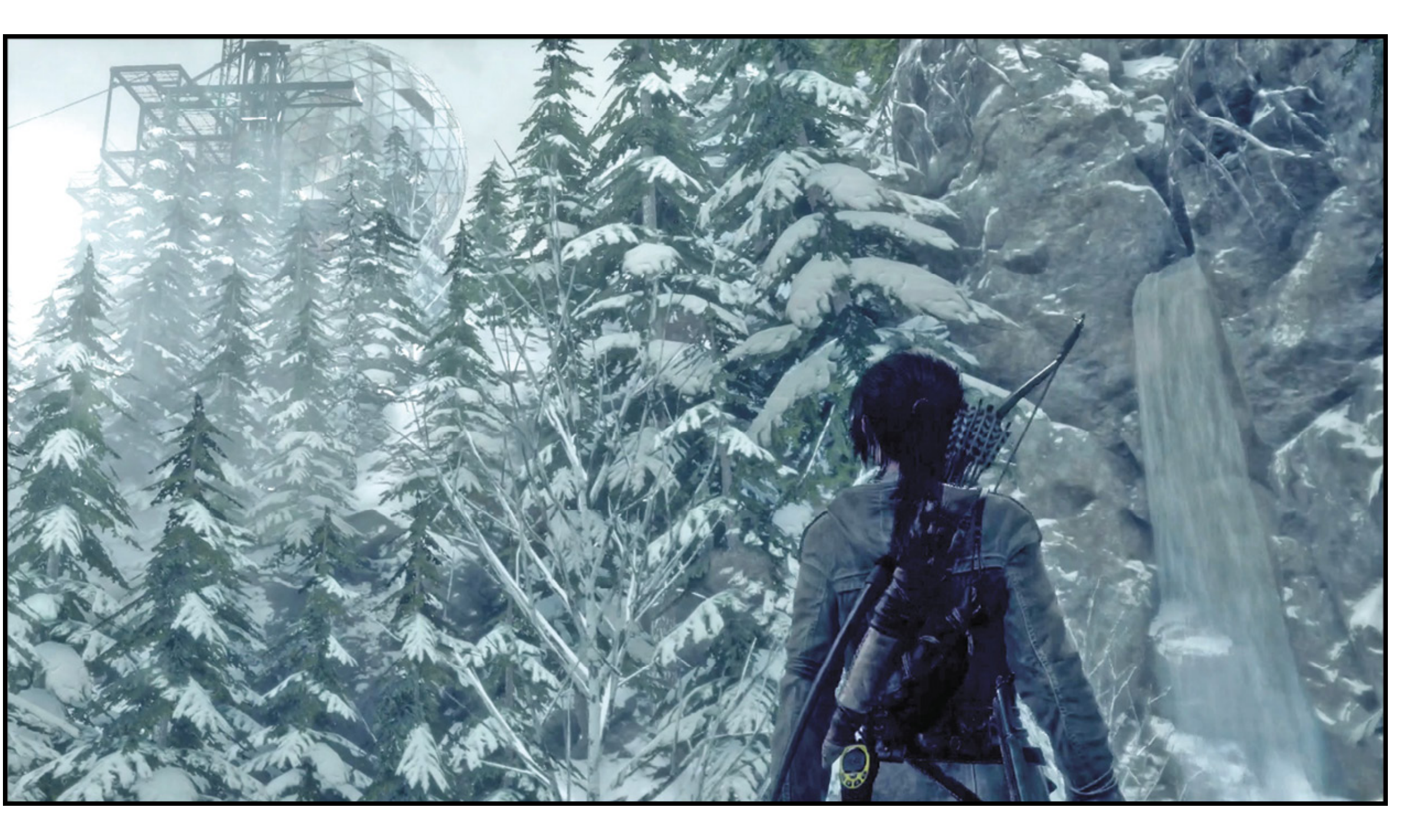


Pull Lara up through a small opening into the eastern corridor and creep through the claustrophobic tunnels into the next room. It's dark in there, but you can still either grapple or jump through it. Use the pillars for a safe spot to land, and clamber through the narrow exit at the end.

Happily, you make it back into the sunlight. The storm has died down, and you have plenty of visibility.

FOLLOW SOFIA'S PATH TO THE TRINITY BASE

Cross a fallen log bridge and use a hanging Rope Coil to grapple across a great divide. A scene plays. You know that time is of the essence, but getting up to the base might be tricky. Look at the cliff walls around you. A large tree gets you up to a climbable spot, and there are handholds to the right and up from there.

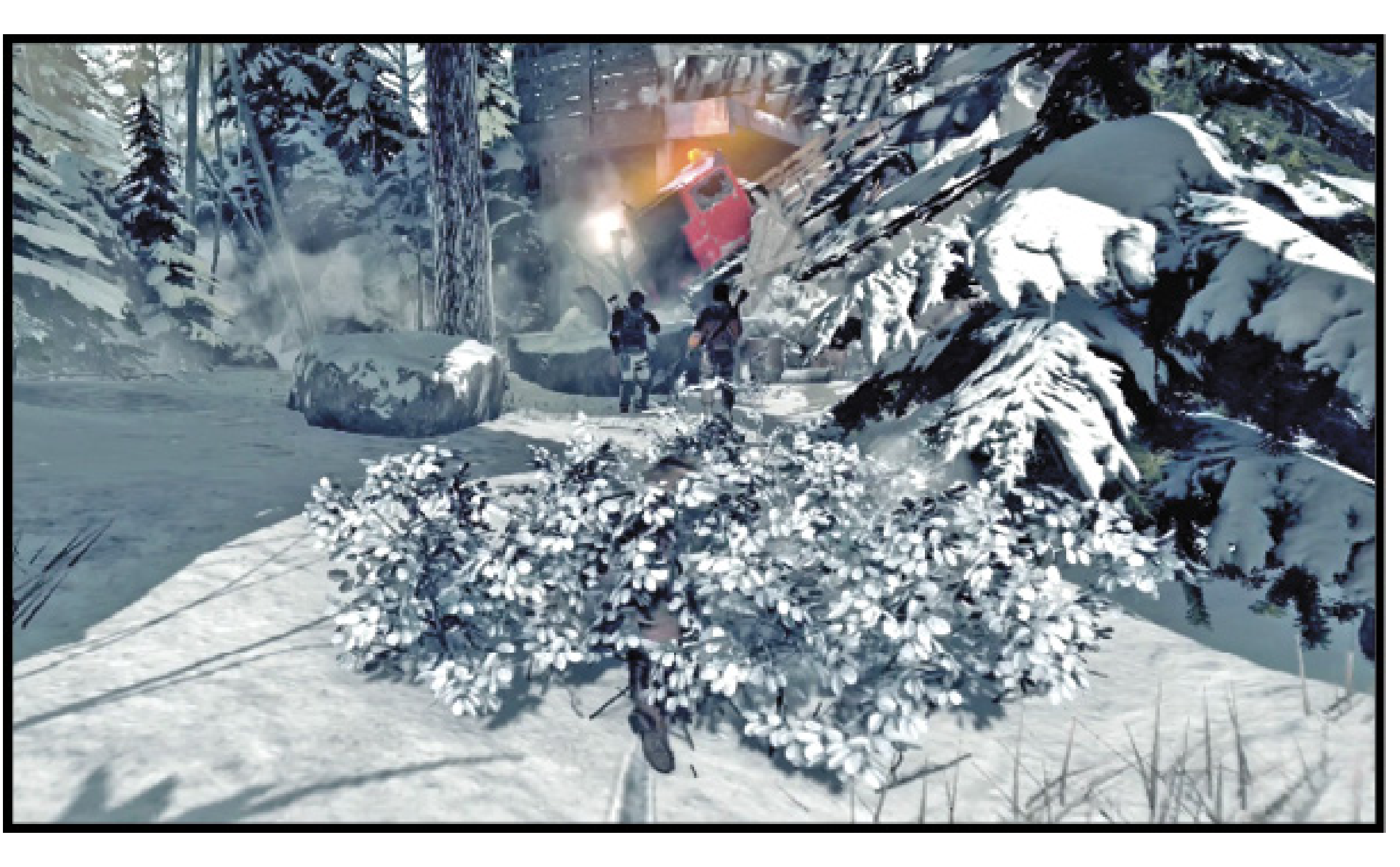


Get to the top and walk to the next waypoint. There are tracks leading up a hill, and you should follow them. A shot breaks the solitude of the mountains, so put your game face on. Trinity must be close.

It's only two idiot Soldiers that are making noise in the next clearing. Dispatch them after listening to their conversation. What you hear is mostly good news. Kill the men, loot them, and walk along a log on the southeastern side of the clearing to move forward.

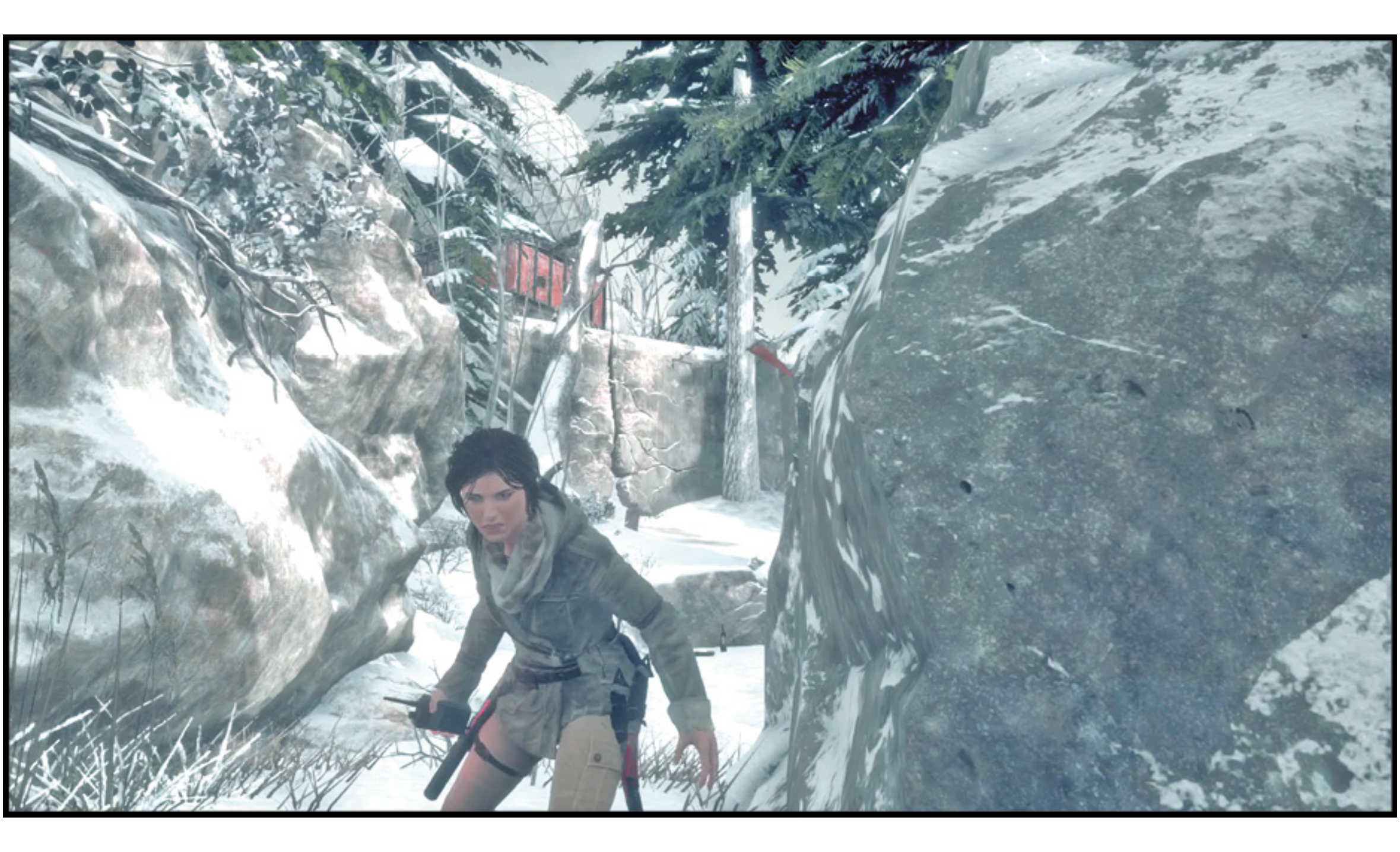
Use the upper branches of the trees to advance. This lets you sneak up on three more Soldiers. Snipe them from the branches, or use a Death From Above attack to gain the advantage on them if you're not interested in a sniping match. Come down from the trees at same point to examine the bodies.

More Soldiers are northeast from that position. Use the trees and your Broadhead Climbing Arrows if you want to get a great vantage point against them, or sneak on land and use concealment while you eavesdrop on the men. Eliminate them when you wish.



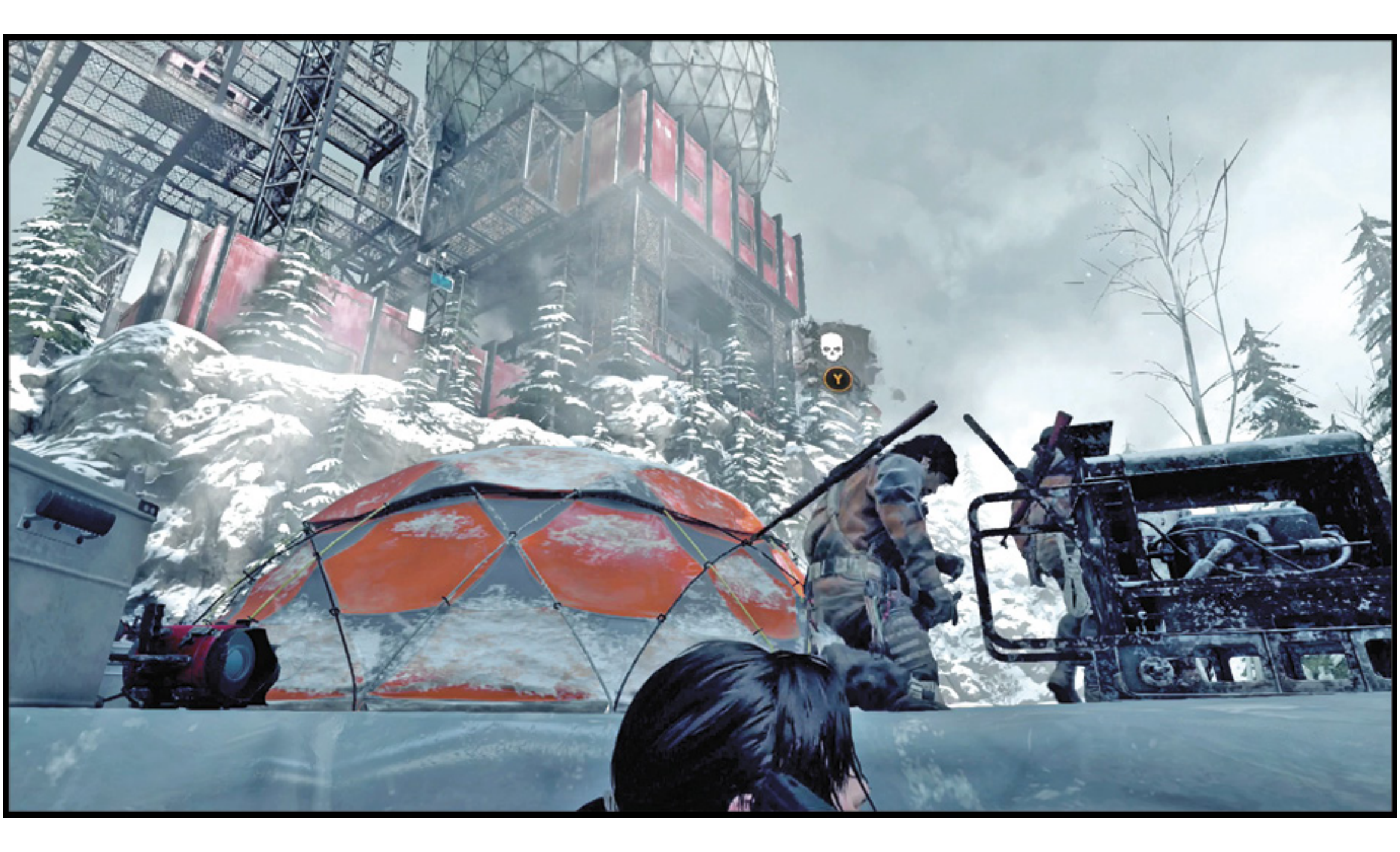
An Archivist Map is hidden behind a damaged plow, on the north side of the yard. Take that with you, and proceed along the main path. It leads into another forested section where Trinity Soldiers and Armored Troopers are patrolling. Stealth attacks are perfect for nailing these isolated men. If you start a running firefight it gets much harder to defeat everyone.

For the stealth approach, go around the perimeter of the area. It's bright enough out that you can see everyone coming from some distance away. Stay behind cover, wait for targets to pass, and then give them the knifing they've earned.

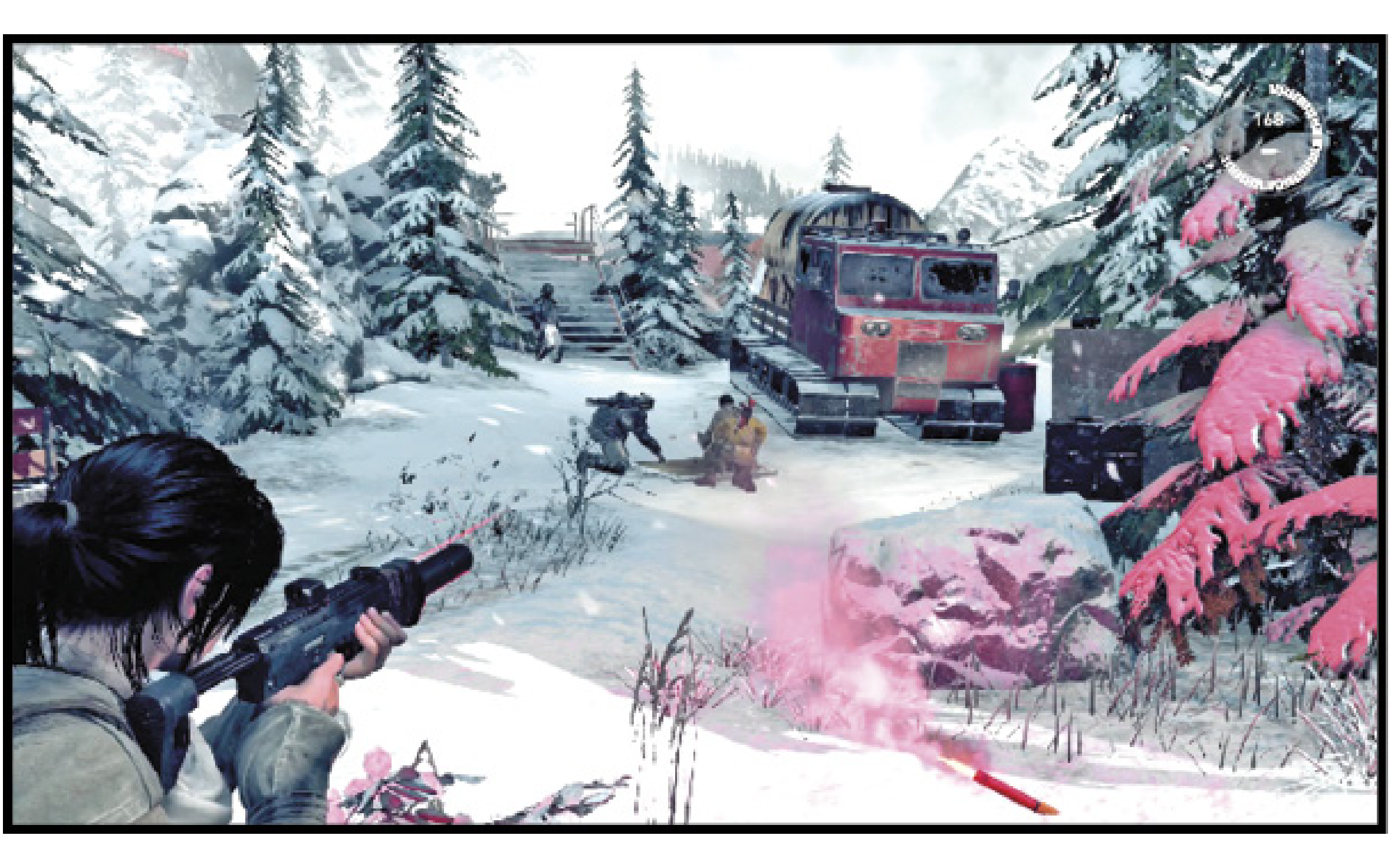


The exit is to the north; it's a broken wall that Lara can crawl under. Before leaving, look at the **Mural** to the right of the hole. Use the new Base Camp (Weather Station) on the other side of the wall, and plan your next move. As you leave, take a **Relic** (Stamp) from the box beside your camp.

Follow your waypoint and jump into the frozen lake above your Base Camp. Swim under the ice and look for a hole close to the middle of the lake. Pop up there and pull a nearby Trinity Soldier down to a watery grave. Wait until his pal is walking away so that he won't see or hear anything.



Climb out of the lake and stalk more victims. These are not nice people, as you can tell by their conversations. Stealth shots from range can take out your targets quite well, especially if you've taken some of the nastier Hunter skills. Crafted explosives work against the clusters of guards, but that attracts more attention and tends to get you into a bigger fight. It's better to at least thin the herd before going for anything that brutal or direct.



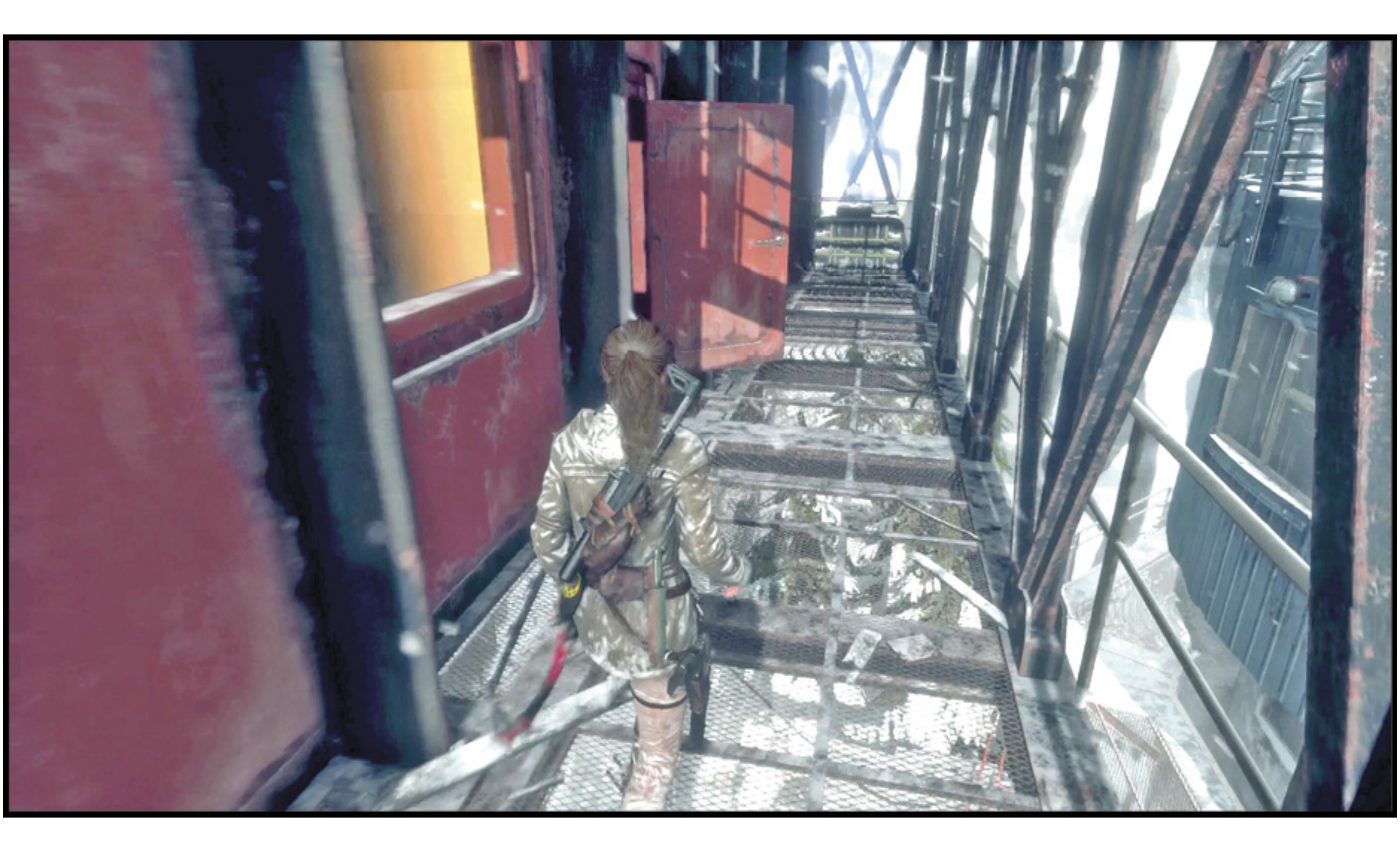
There are Enforcers in this mix. Craft some better ammunition or special Arrows ahead of time so that you have them whenever they're needed.

USE THE KILLZONE

The heavier targets come into the lake area from the southeast. They naturally group together because the entrance isn't that big, and that's your best time to strike. Use a Grenade Arrow to obliterate most, if not all. of your targets before they have a chance to fan out.

Finish the fight, and look for a **Strongbox** on the eastern side of the lake. A second **Strongbox** isn't far away. Go back to the large gate from the northern side and look in the trees close by for a small clearing. That's where you find the box.

Get to your objective by running along a metal walkway. Watch for a landing pad on the right. Climb the rest of the stairs on the walkway to get up to the weather station. Another **Document** (The Ordeal) is on the left when you arrive. Go around to the rear of the first building and look for a **Relic** too (Reliquary Pendant).



Look for a ladder on the left side of the platform. Jump up to reach it and then climb to a walkway overhead. At the far end of that there is a box with another **Relic** (Engraved Casing). Go into the building and start to scour the place for the Atlas.

SEARCH THE WEATHER STATION

There are a few small rooms inside the base. You get a **Document** from the one on the right. The room on the left has another **Document**. Climb a yellow ladder at your waypoint. It takes Lara to the top of the station. The Atlas is there, but you don't find any prisoners. You see your ally on the monitors, but he's all the way down in the prison block.

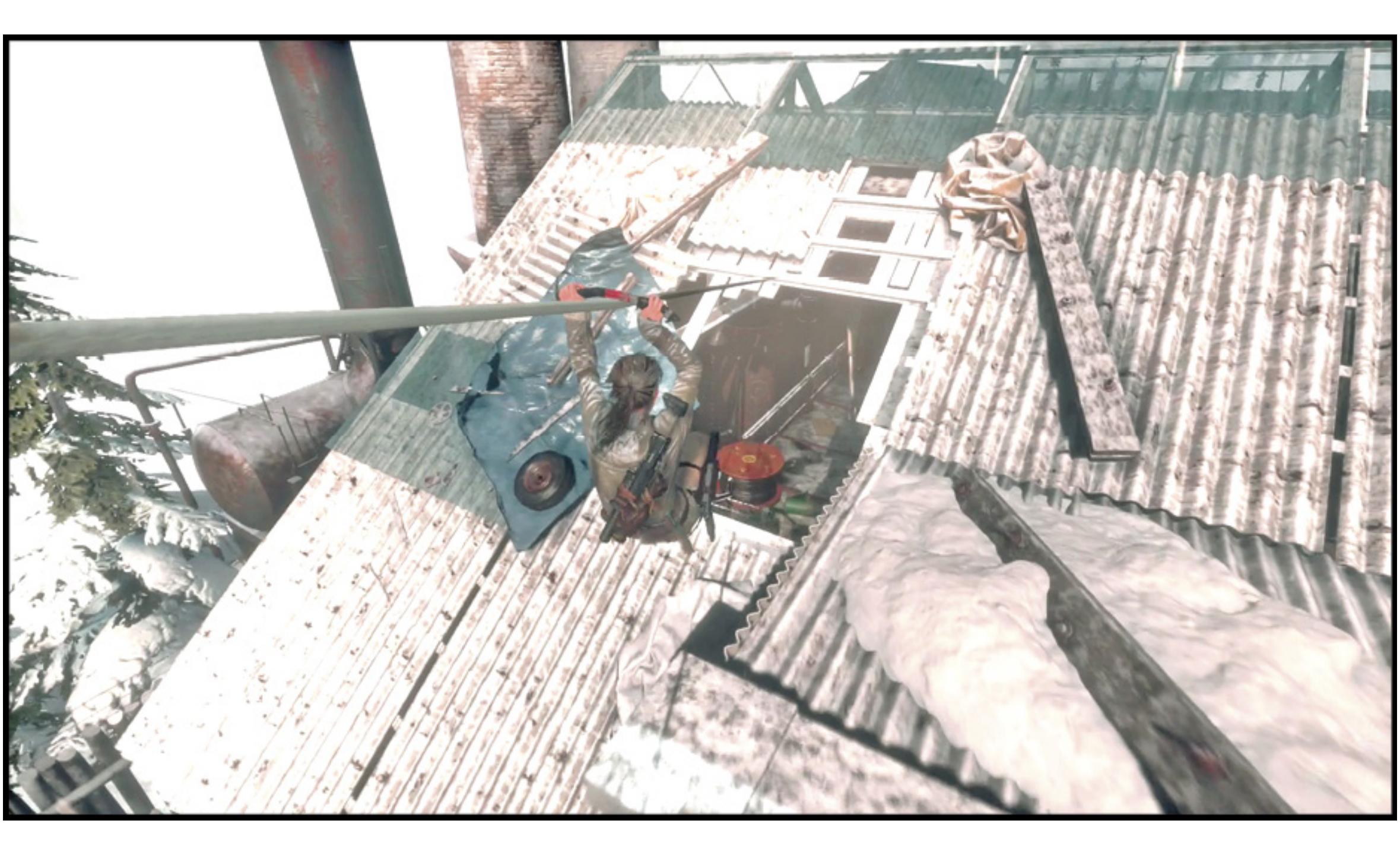
ENTER THE PRISON BLOCK

Drop back to the 2nd floor of the station and use a zip line to descend partway toward the objective. Lara lands on a cable car and has to jump left onto another platform. Quickly take out a Soldier standing there, and then keep heading steadily down through the area. Swing to a broken building across a wide chasm.

Try to jump to the upper tier of that building, but the wood shatters and you end up swinging onto a narrow beam. Run toward a ladder on your right, and Lara takes a massive fall before she arrives.

You plunge into water at the bottom of a holding tank. Climb out of it and continue heading west and down through the region. Run across a few small platforms and zip line toward a tower. You meet another Soldier there, but he's walking away from Lara. Knife him and keep your momentum going. An **Explorer's Satchel** is on the other side of that tower; it's worth your time to get it while you're here.

Jump onto a final zip line and barrel into the prison.

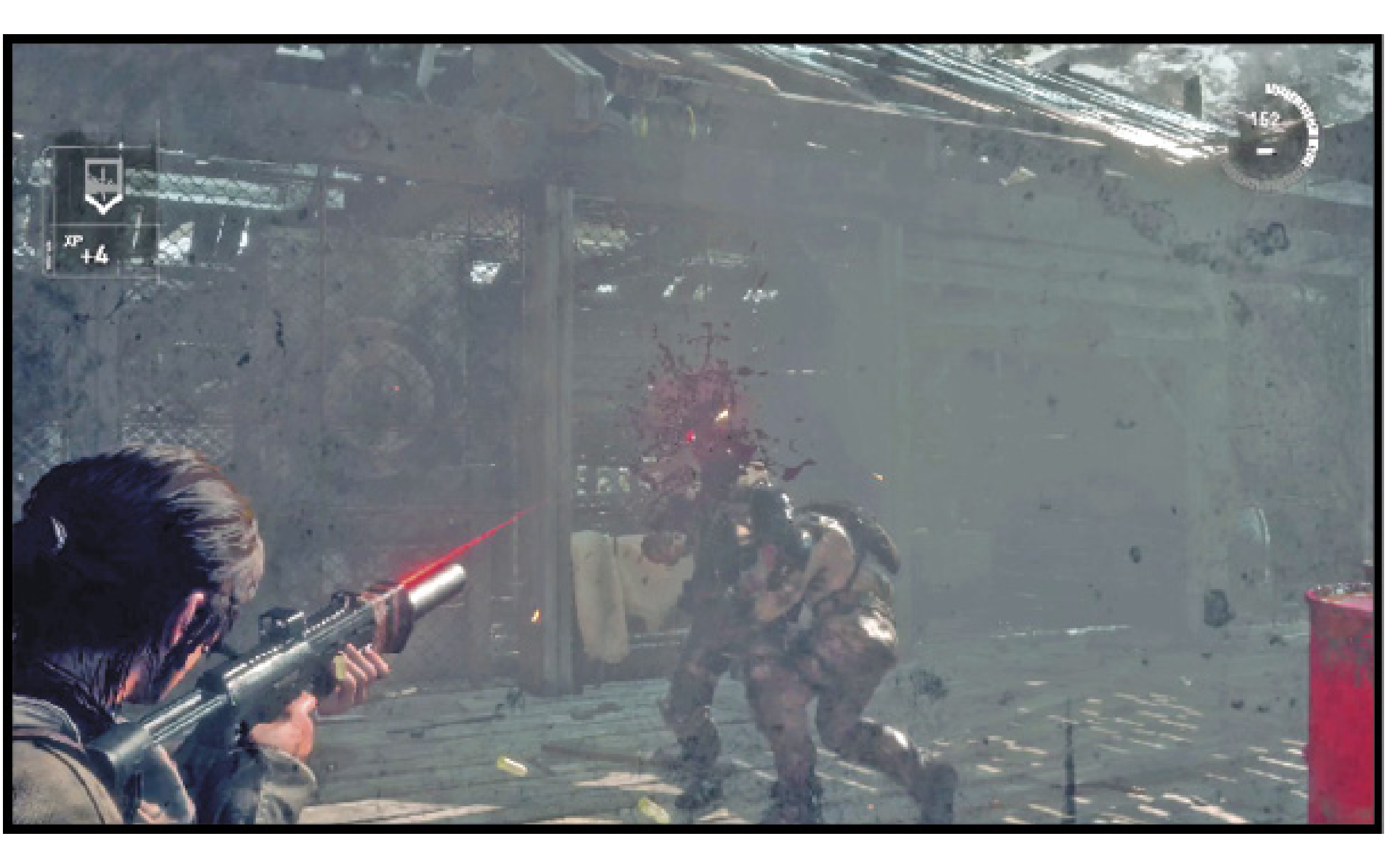


FIND YOUR ALLY AND REPELTHE TRINITY ATTACKERS

Go down a spiral staircase where you land and search for a Document (Protector). Walk back up the stairs and go into the next room. Lara finds the keys to the cells, and a scene plays.

It ends as Trinity attackers pour into the area. You have to buy the prisoners time. You have to fight.

The Soviet Facility Base Camp is below your starting position. Drop to that and use it for restoring any ammo that you can. Then, run off into the lower buildings. There are a few small skirmishes as you go. Each has just a couple of Soldiers, but you're in close quarters so the faster weapons, such as the SMG, Pistol with Hollow Points, or the Shotgun, are best. Run past the walls that are being peppered with machinegun fire from the helicopter, and blast through anyone who gets in your way.



Soon, a short scene plays and Lara gets down to a watery area below the structure. Dive under the surface, and swim through a small opening into the next room. There are over half-a-dozen Soldiers in there. All are well armed, and they're watching out for each other. You can go about this a few ways; Lara starts off under the water and can surface from multiple holes in the floor. If you want to pick people off, drop a Soldier into the water for your first kill when no one is close by, and then reposition to another hole instead of surfacing. This allows you to pop up, score another kill, and return to the protection of the deep.

For a more aggressive solution, surface without killing anyone at the first hole. The enemies are searching in the other direction. This gives you time to climb out, ready a weapon, and aim. Skilled shooters can take out three targets before the enemies even turn around. At that point, you can dive back into the water or simply go for the remaining kills as more distant enemies close in.

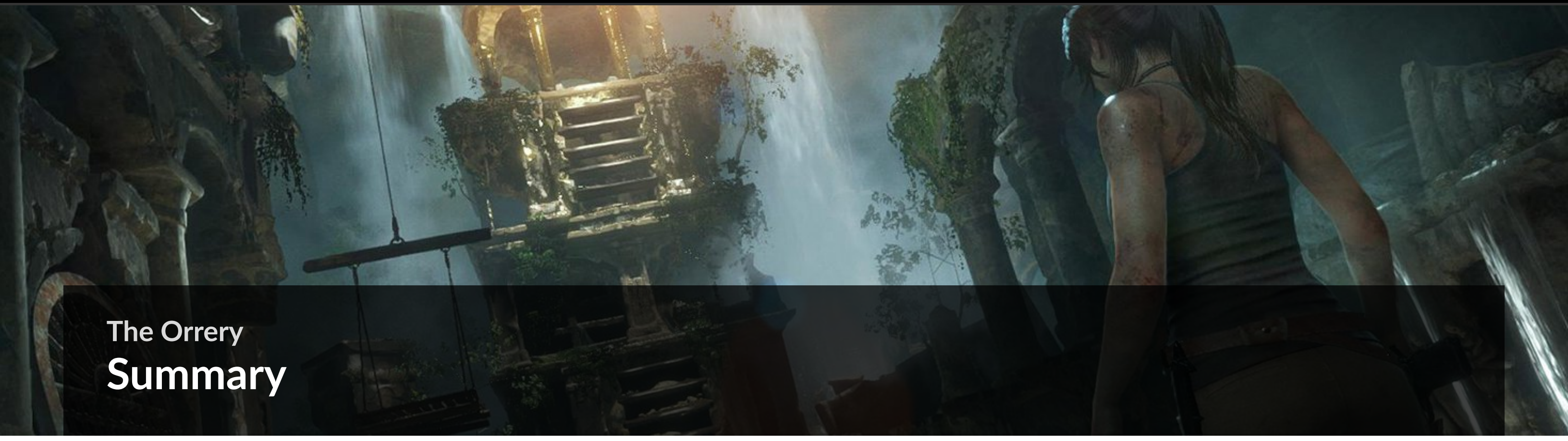
IMPROVISE

Cover is awful here, and the enemies are tough, even more so on Survivor difficulty. You won't do well in a standup fight, so the best option is to sneak out of the water and use crafted items to gain a huge advantage. There are containers of gasoline to blow up, so keep your eyes out for those!

Once the battle is formally joined, use special ammo exclusively. This fight is savage if you try to slug it out with anyone. A hail of Poison Arrows can quickly thin the ranks because the enemies favor closer quarters here. Poison everything you see.

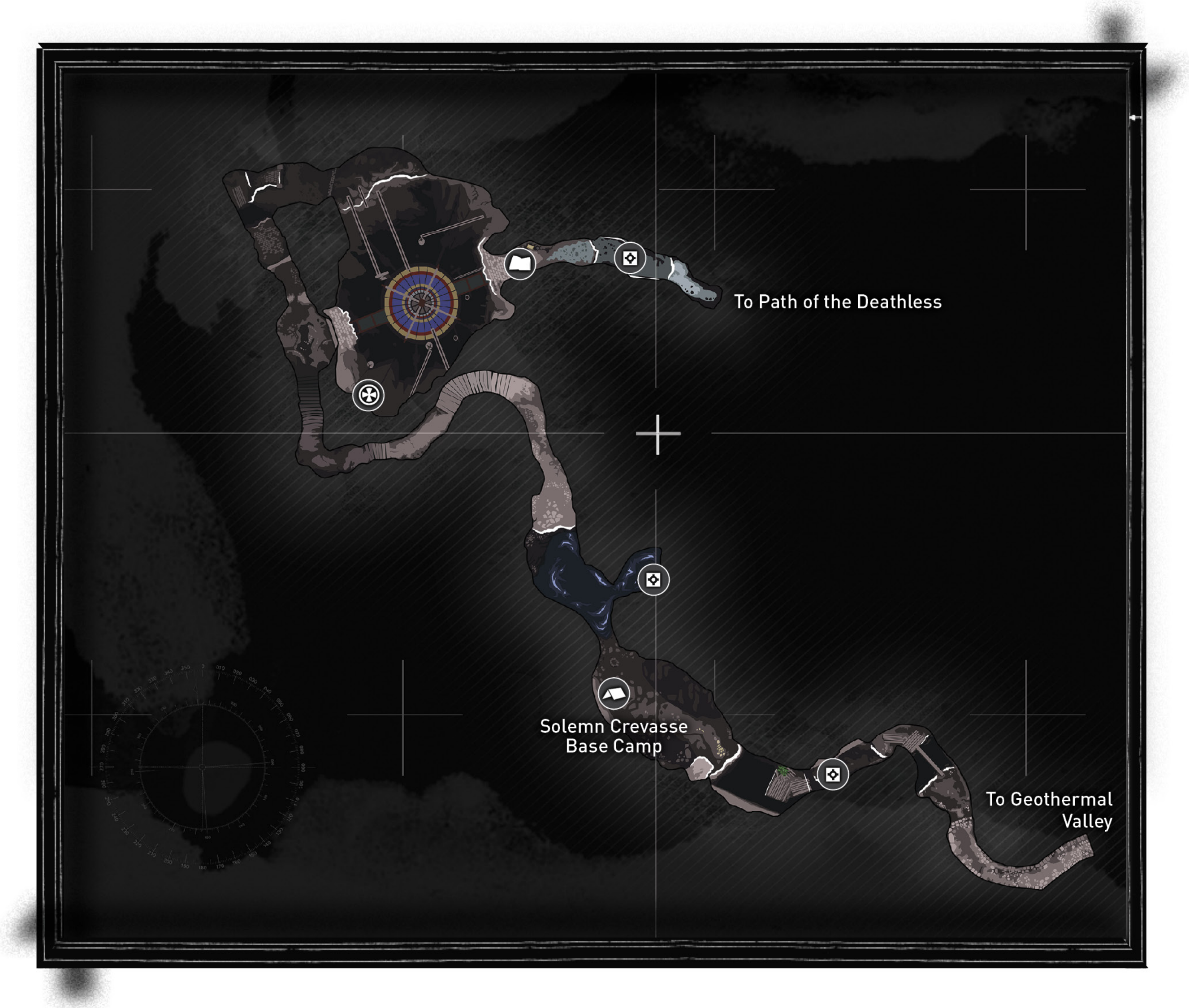
Finish the slaughter and get back to your people. Watch the next scene.

After talking to Jacob, Lara goes into a secret basement. Break through a wall on the other side of the room below, and continue through a dark tunnel beyond.



The Orrery

Summary


To Path of the Deathless
Solemn Crevasse Base Camp
To Geothermal Valley

REGION SUMMARY

Curals	1
Survival Caches	3
Codices	1

MAIN OBJECTIVE

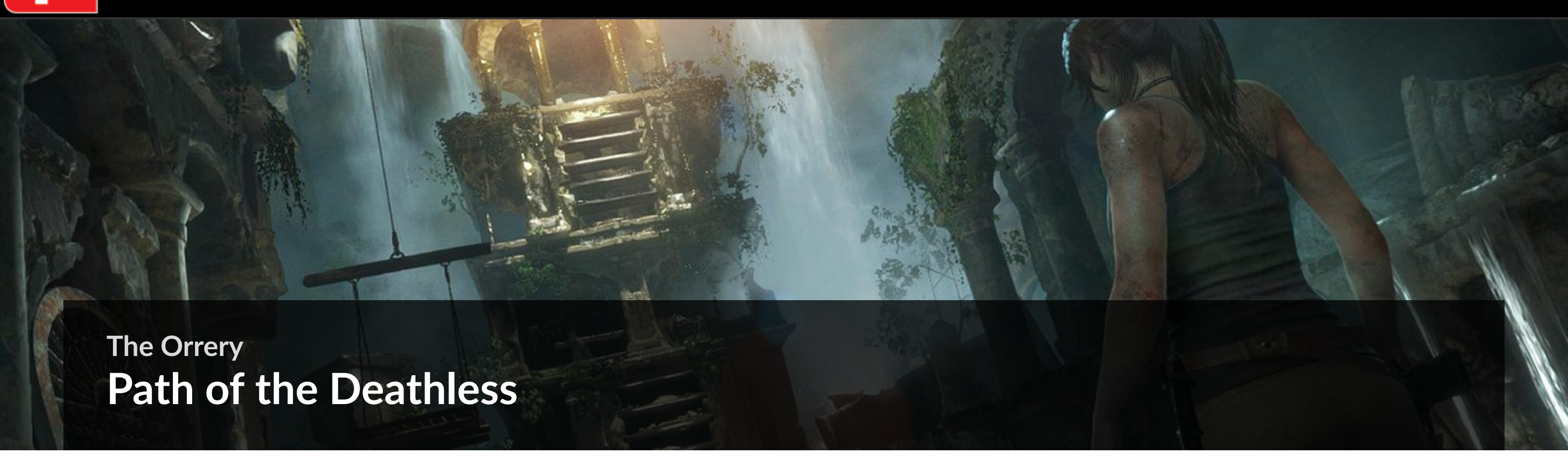
» Traverse the Path of the Deathless

CHALLENGES

» None

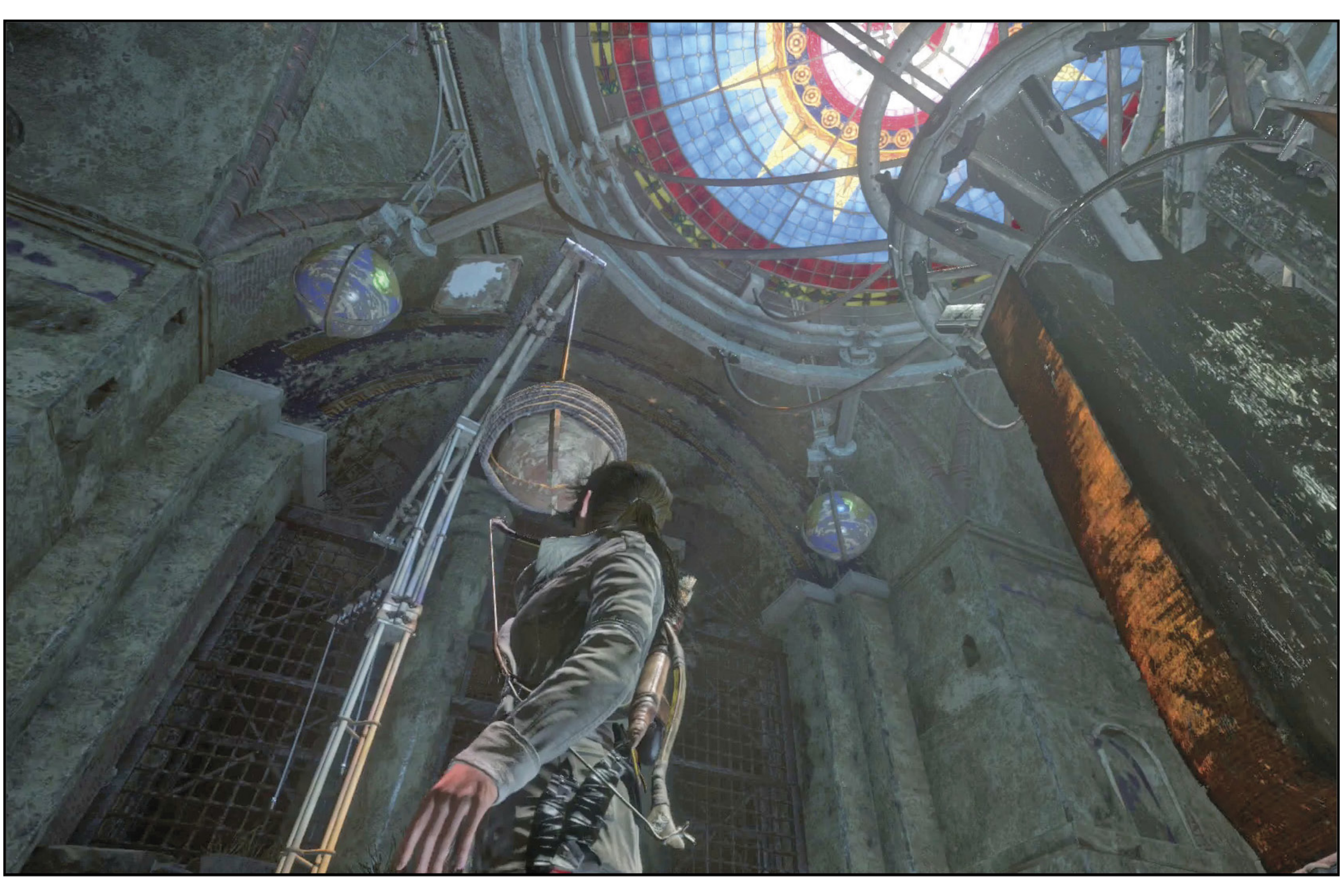
ENEMIES AND PREY

» None



The Orrery

Path of the Deathless

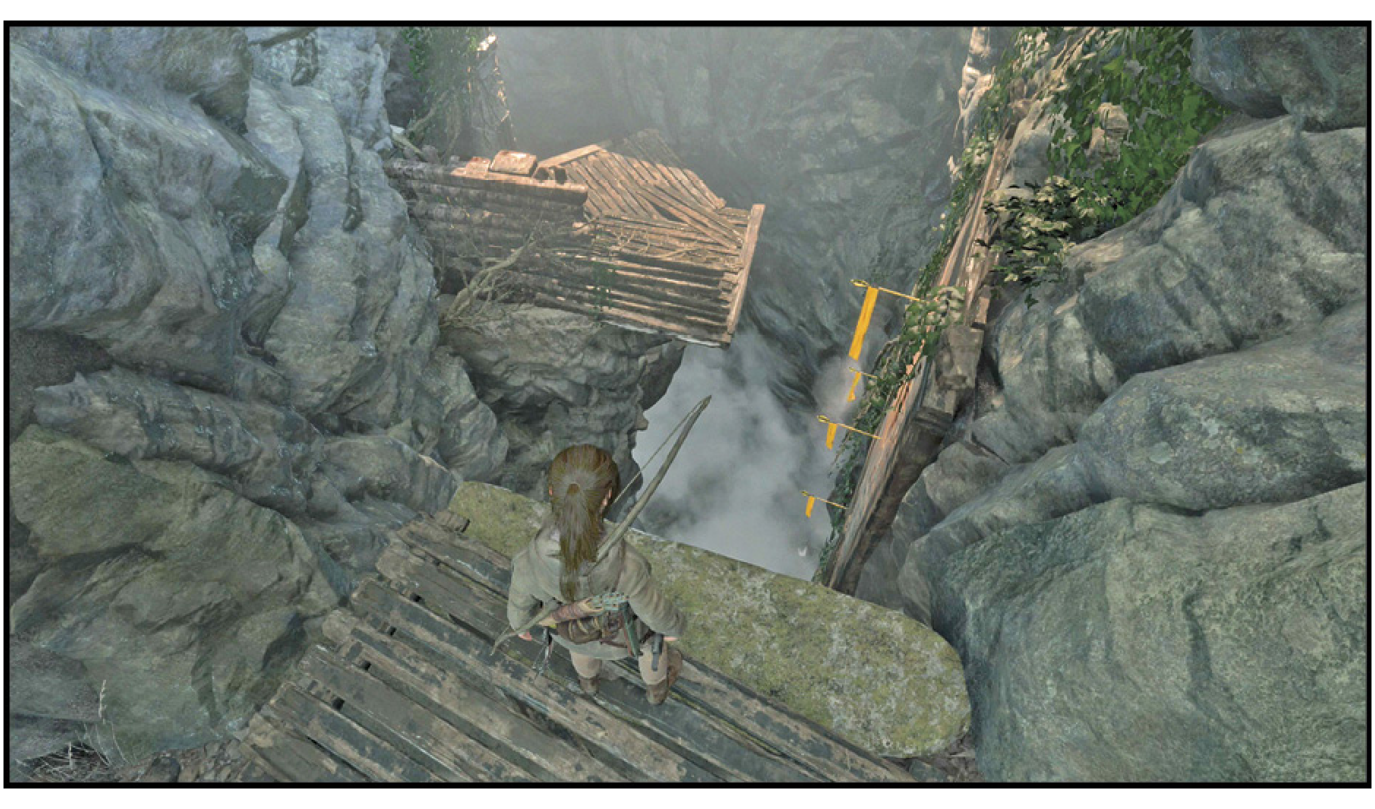


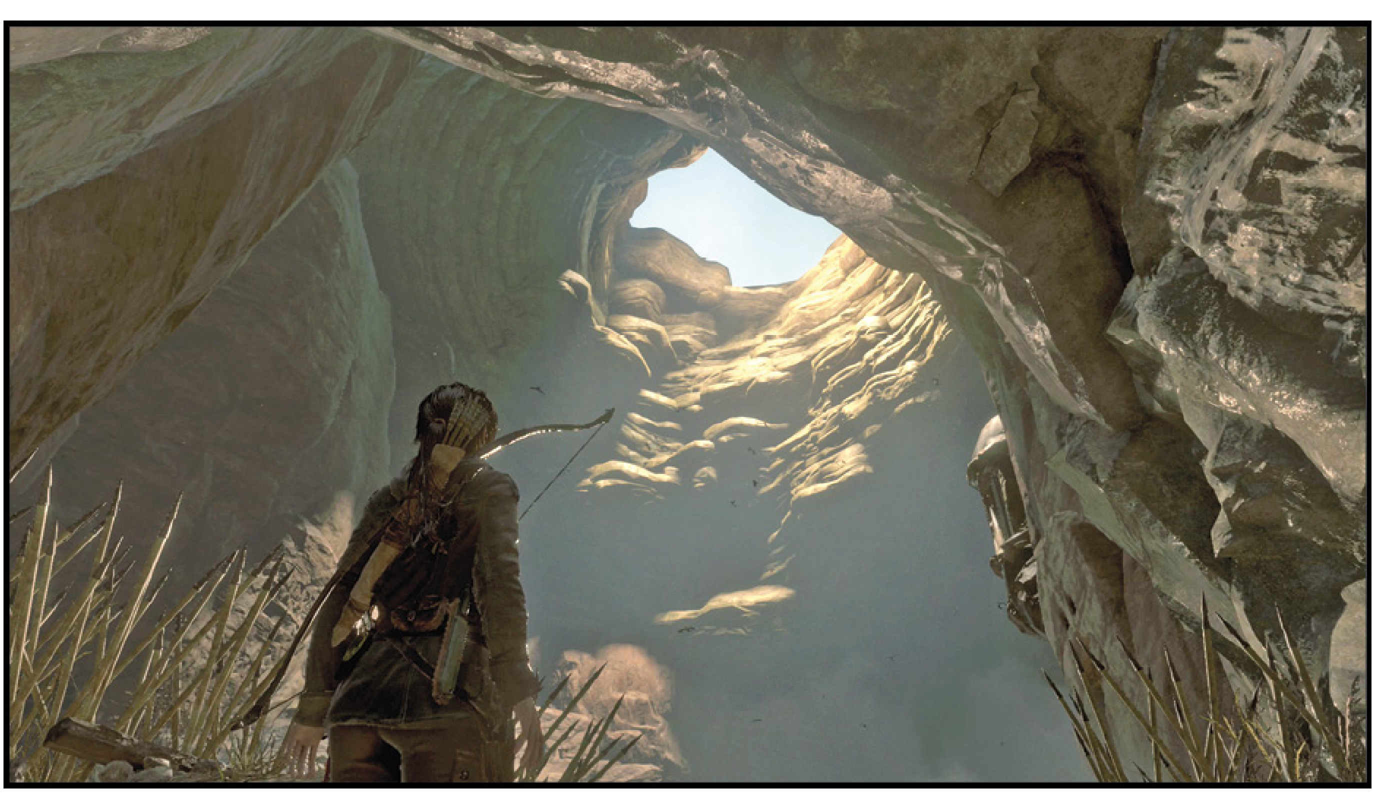
FOLLOW THE PATH

Take the passage down toward an open cavern. You come to a climbing wall. Drop to a ledge below for a **Survival Cache** before you try to go across the wall. Use your Climbing Arrows to get to the other side of the wall (two Arrows should suffice).

Get to the next platform and shoot four more Arrows onto the wall ahead of Lara. Climb those to reach a small ledge at the top of the room. You find an **Explorer's Satchel** there. Drop to the cavern floor and use the Solemn Crevasse Base Camp.

Proceed along the northern path into a small patch of water. To the right is a tiny piece of land with a **Survival Cache**. Continue north to advance toward the Orrery itself. Lara has a quick call with Jacob to learn more about the area, but there still aren't any enemies to contend with.



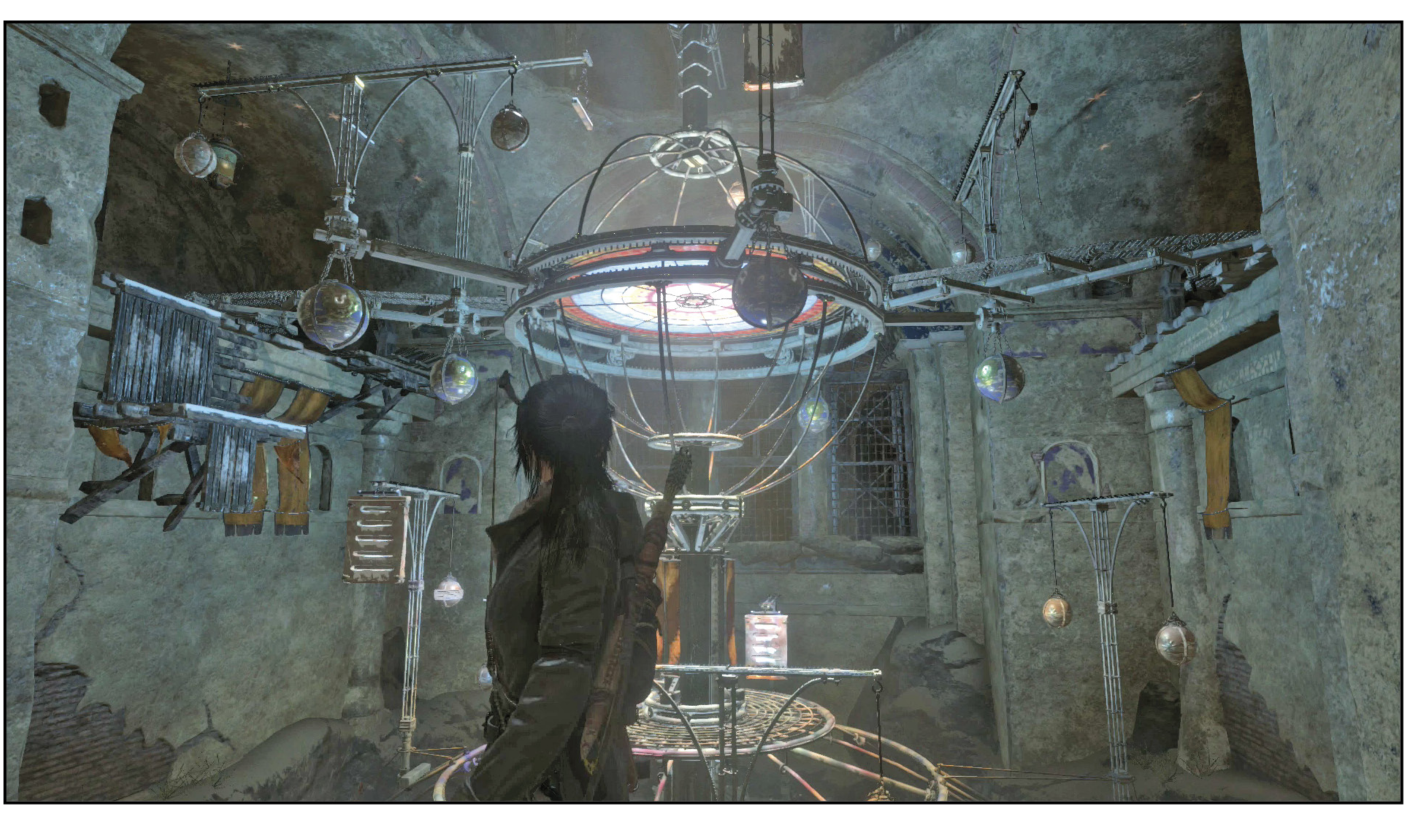


Climb down the stairs to the lower part of the caves, and keep walking north. You hop down a few platforms at the end of that path, and the route turns to the east. In moments, you enter the Orrery.

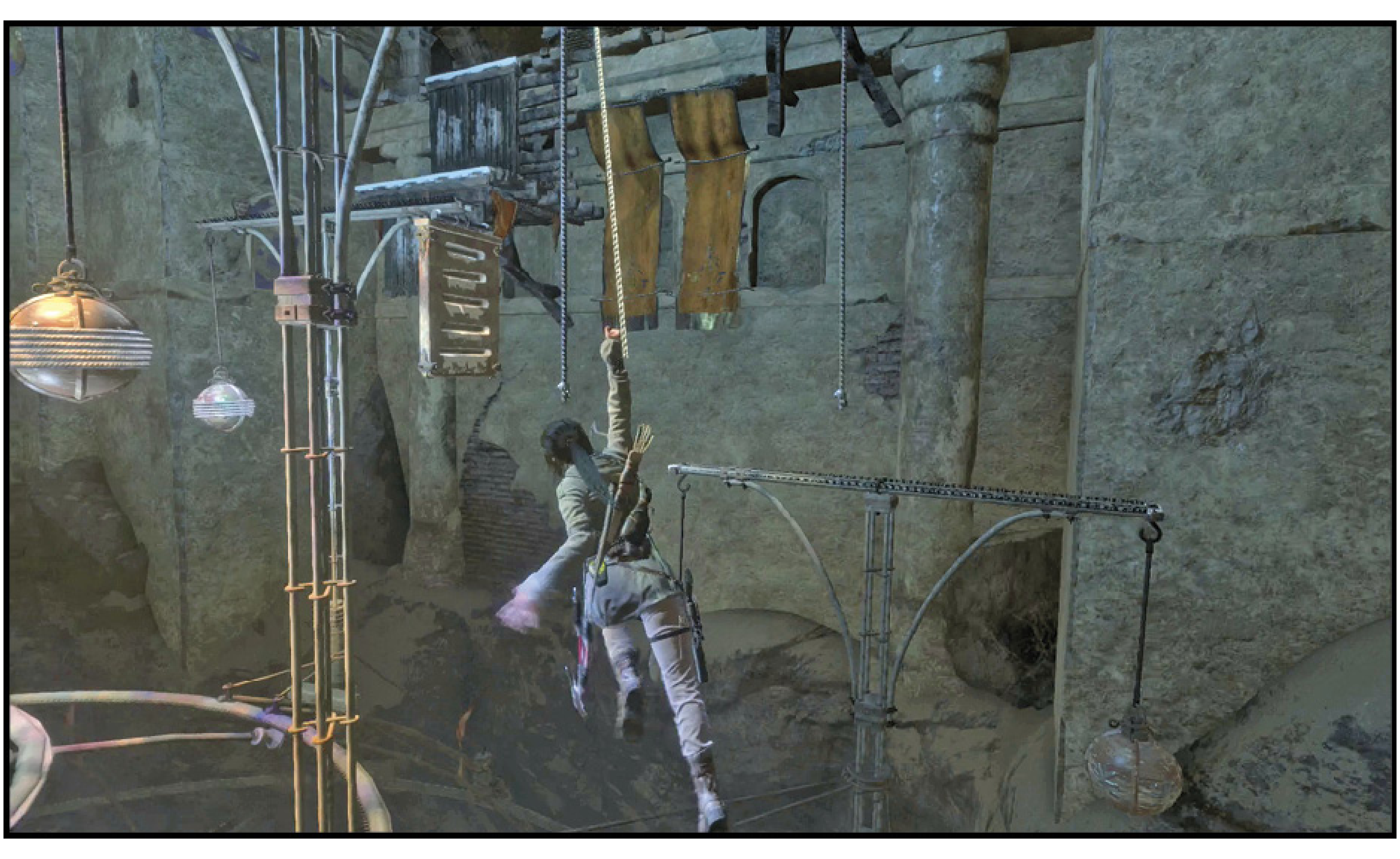
USE THE ORRERY TO OPEN THE ENTRANCE TO KITEZH

The Orrery is a puzzle section. You need to get to the middle level of it, retract two locks, and then climb to the top of the chamber. Let's begin!

Use your Bow and Rope to pull the first platform into position in front of you. Jump onto it and cross onto the main Orrery platform.



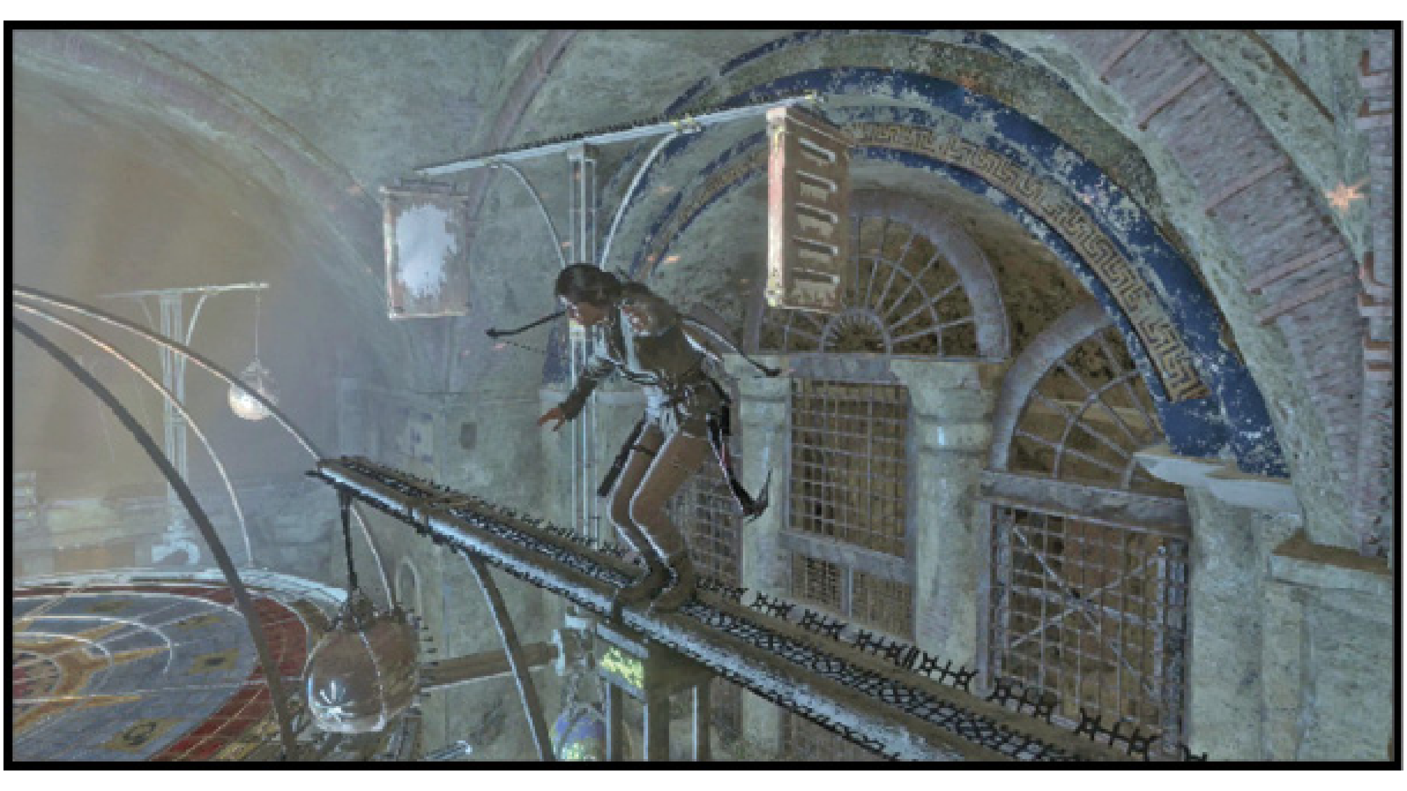
Now that you're there, use more Rope shots to turn the three platforms that are ahead and on your left so that all of them are lined up in the same direction (facing forward from where you got onto the platform). This way, there is a hanging block facing you from the platform at 12 o'clock. You can jump up to that and pull yourself to the top of the beam. The second platform doesn't have a hanging block, but it can be used as a grapple point and it allows Lara to reach the third platform.



Note that the second platform has to have its grapple down on the right side, and the third platform has to have the hanging block on the right side as well.

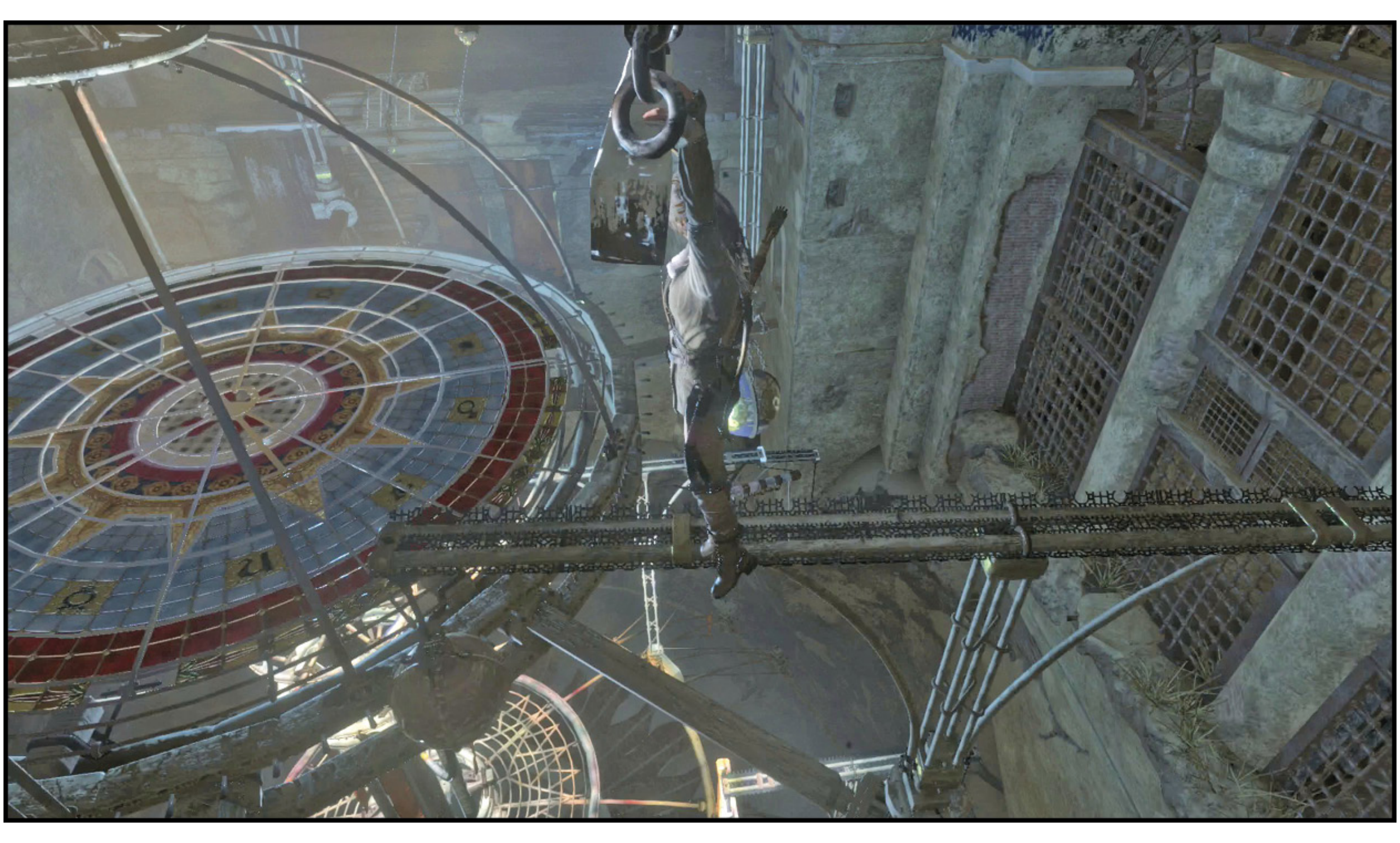
The grapple jump you have to make is slightly tricky. While standing on the beam for the first platform, line up your jump as well as you possibly can. It's easy to be off by a few feet and then miss the grapple connection. That gets you splattered, so measure twice and jump once. Don't jump at an angle; go straight toward the second platform.

It's an easier jump to grab the hanging board. Climb from the third platform onto the walls ahead and pull yourself onto the middle tier of the room. Push the lock mechanism on that ledge so that it retracts the holding system for the Orrery. Now grapple onto the Orrery and run along the bridge that leads to the second lock. Retract that one as well, and the Orrery springs back to life. They sure don't build these like they used to!



Search a side tunnel here for the only **Mural** in this map. Then, you need to climb to the top of the room using the moving parts of the Orrery. This isn't as hard as a puzzle, but it's a little bit dangerous.

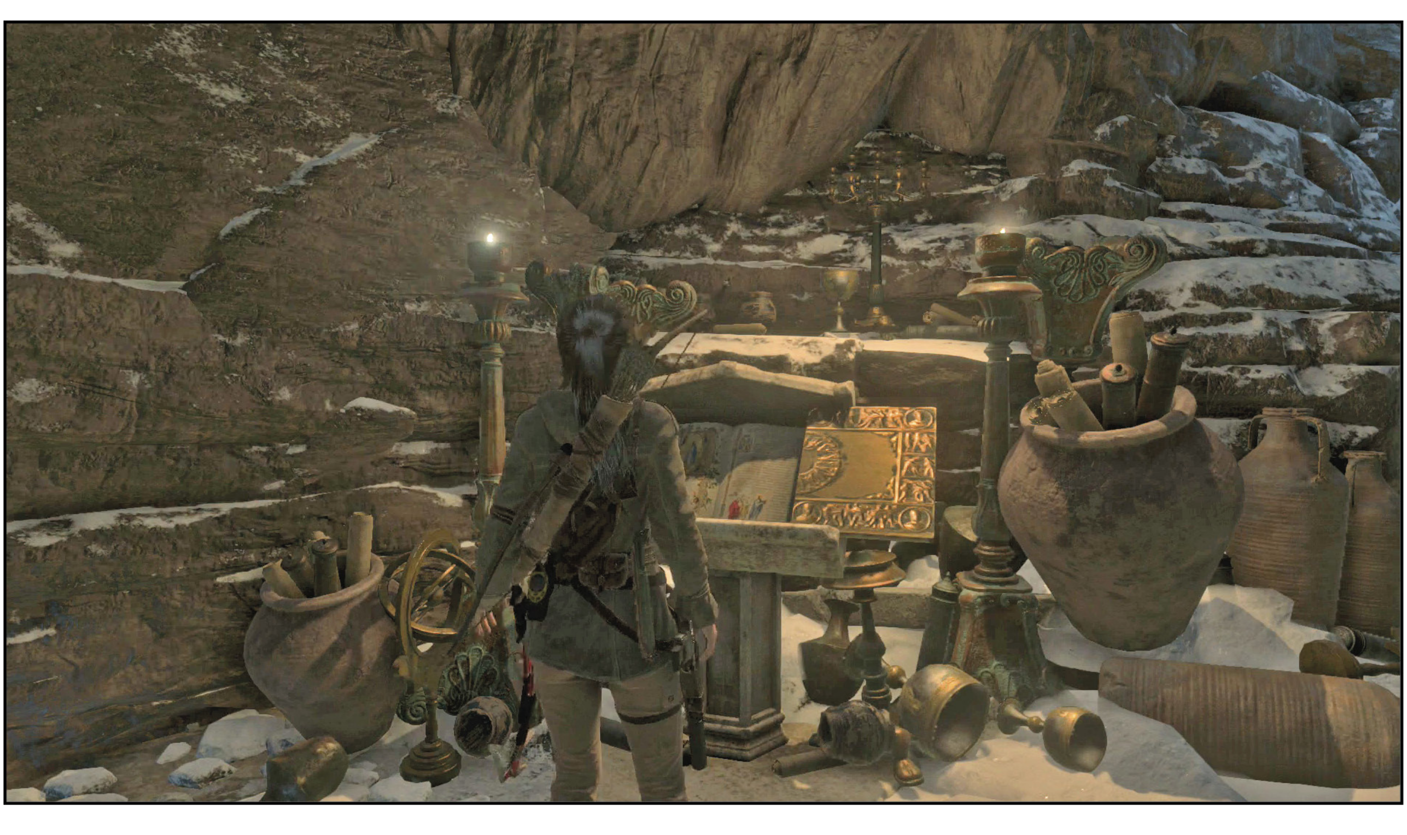
Use the ramp that's left of the lock to jump and grapple onto the Orrery when one of the platforms is in position. Use your Survival Instincts to spot the sections on which you can grapple so that you don't jump at the wrong time.



From the Orrery, look for the lowest hanging board. Jump onto that and pull yourself to the beam above it. Stay in the middle of that beam and look for a platform with two hanging pieces of wood (on chains). Jump and cling to that as soon as the two platforms line up. Now get ready to drop off of that board. Wait until the next platform is directly underneath Lara and then let go.

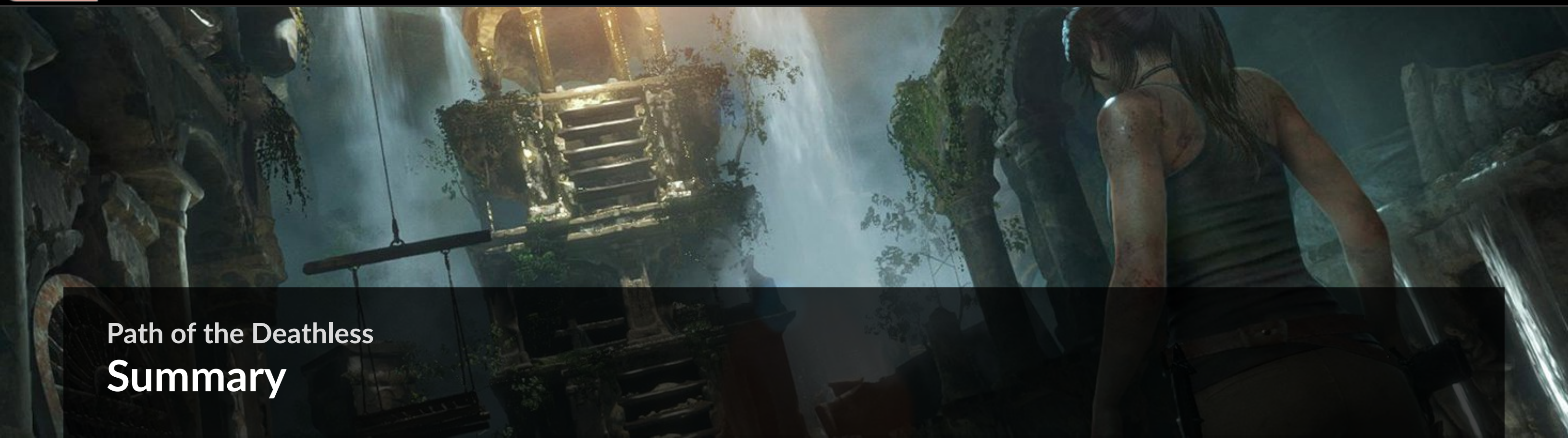
Things get easier now. Wait for another hanging board on the next platform, and jump onto that. Climb up and leap onto the handholds at the top of the Orrery. Climb the rest of the way up and get yourself onto solid ground again. Whew. That wasn't harrowing or anything.

At the top, you find a **Codex**! Read it with glee. This one grants you Classically Trained, a skill that increases the number of Arrows that can be rapidly shot without redrawing from the quiver. You can now fire three Arrows this way!



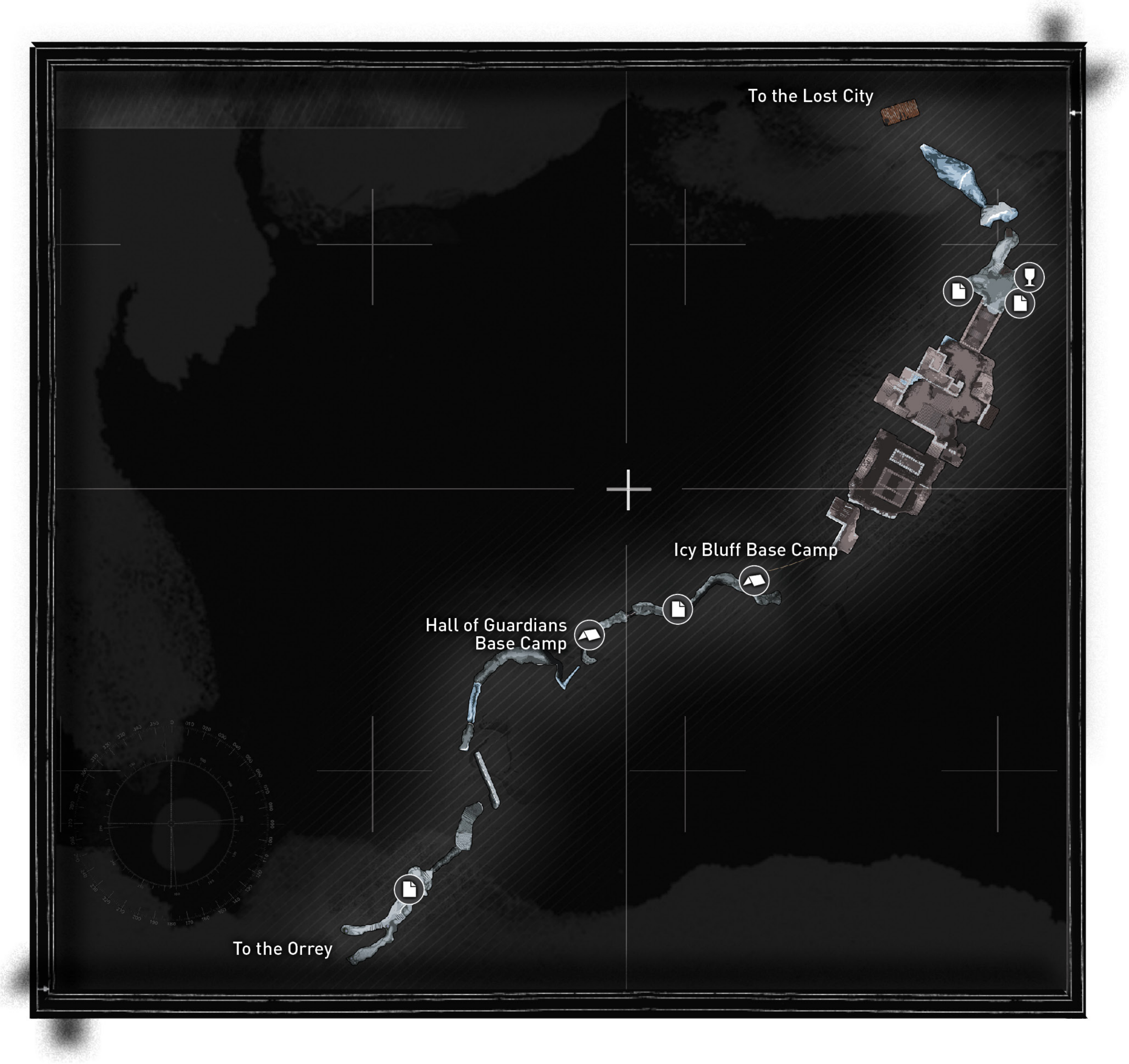
Search the next tunnel for a **Survival Cache** on the floor. Collect it and then shoot Climbable Arrows into the boards that line the walls on both sides of the tunnel. You need five Arrows to properly cross this area.

Jump up to the Arrow on your right and use the others to get to the far side of the room and up to a new ledge. Leave the Orrery behind and enter the next area.



Path of the Deathless

Summary


To the Lost City
Icy Bluff Base Camp
Hall of Guardians Base Camp
To the Orrey

REGION SUMMARY

Challenges COMPLETED	1
Relics	1
Documents	4

MAIN OBJECTIVE

» Find a Way Into Kitezh

CHALLENGES

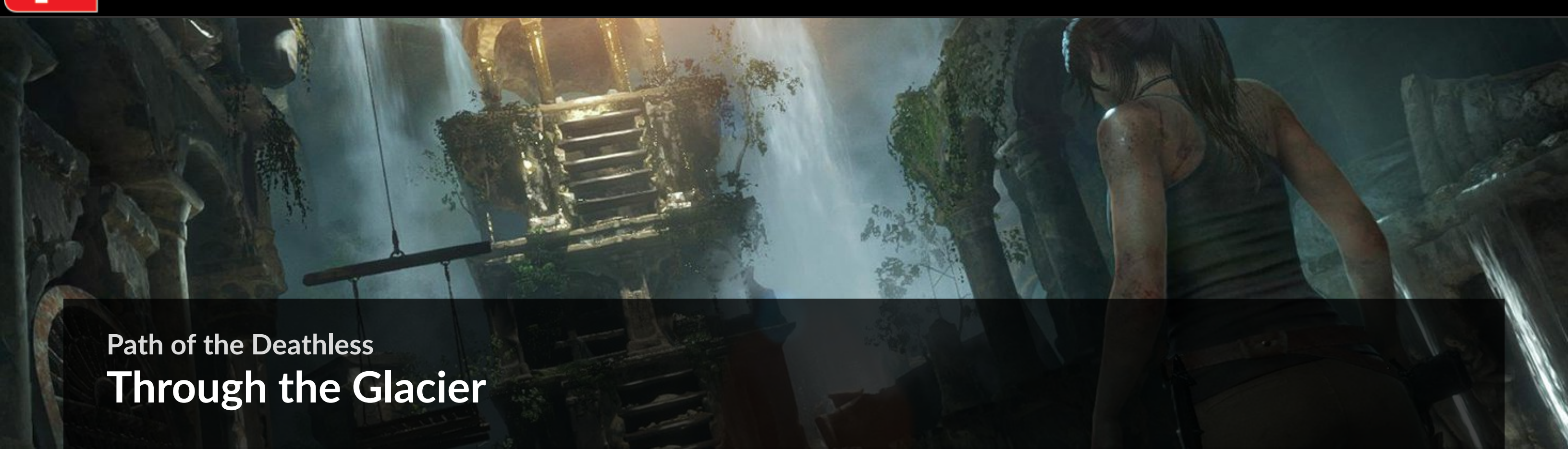
» Enemy of My Enemy (Light 6 Signal Braziers)

ENEMIES AND PREY

» Deathless Guards

» Deathless Knights

» Deathless Archers

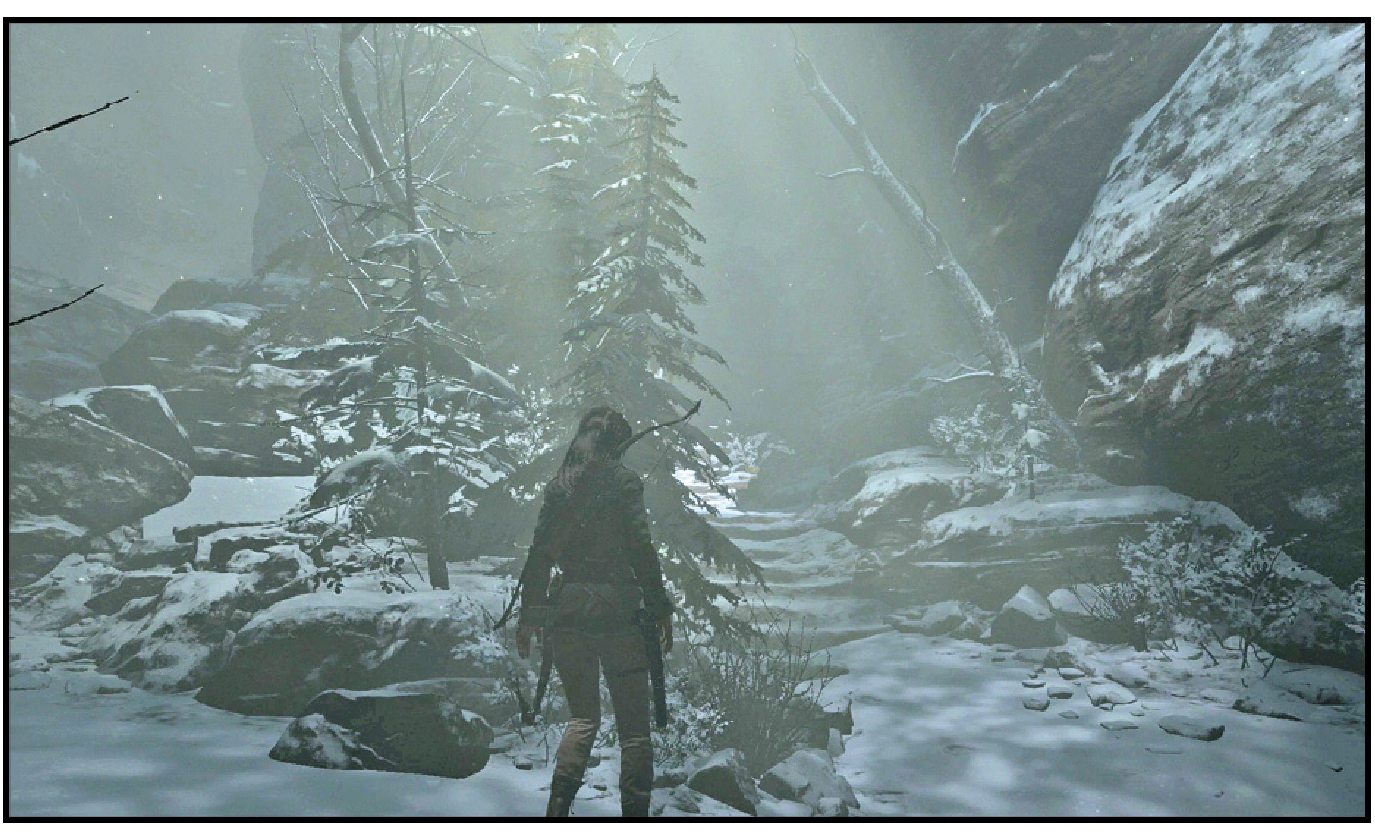


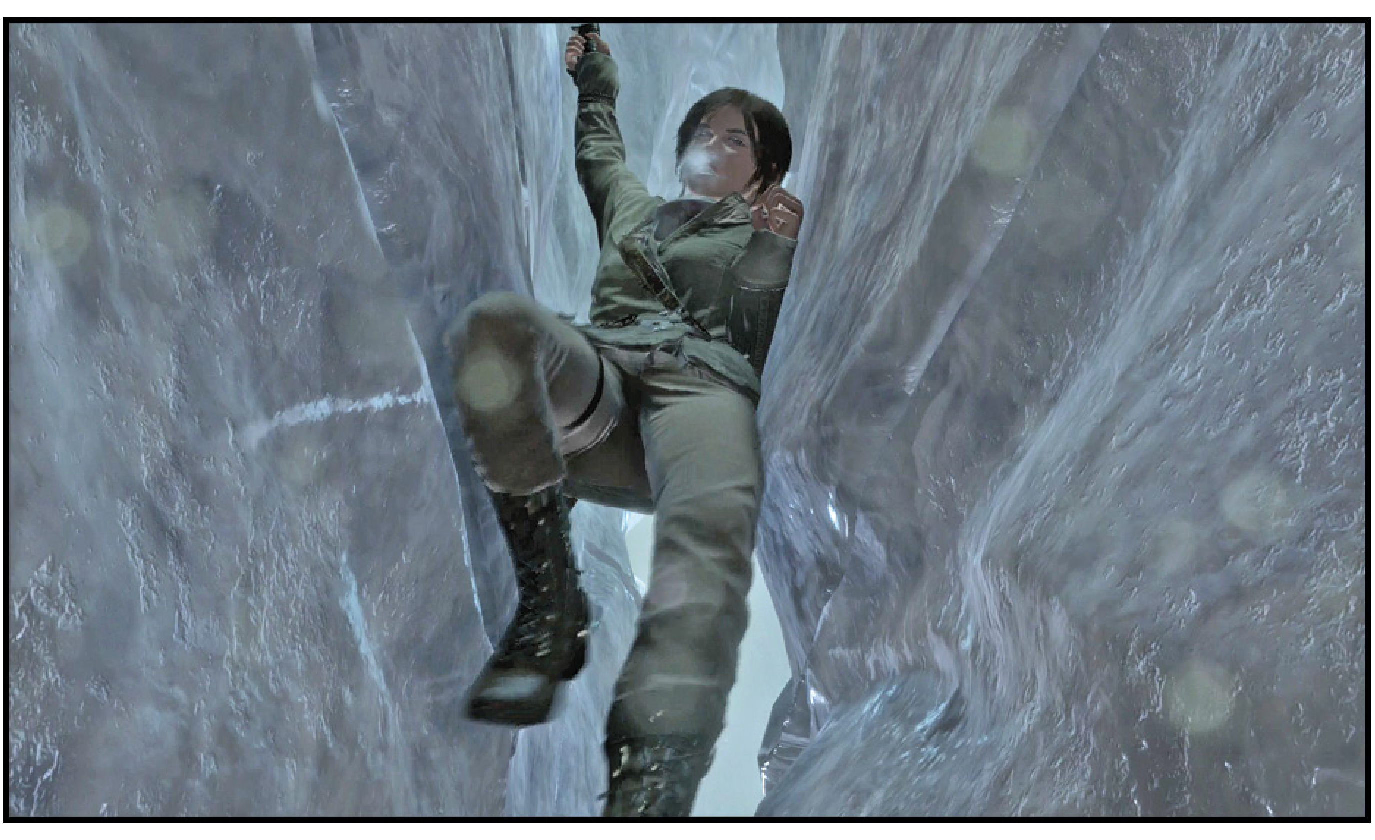
MAKE YOUR WAY TO THE HEART OF KITEZH

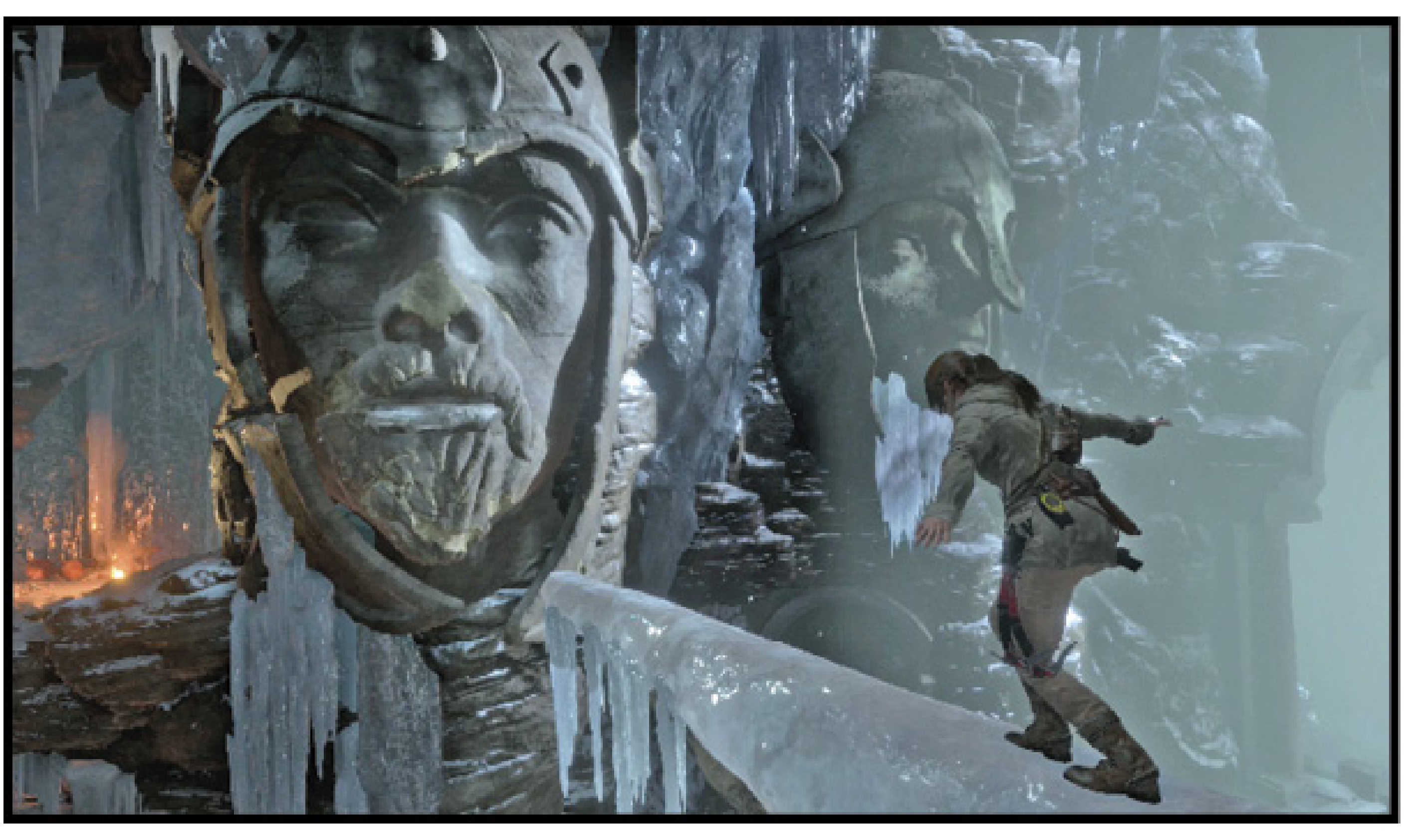
Walk through the eastern passage into the Path of the Deathless, but look for a small side branch that leads up a hill. Follow that to discover an **Archivist's Map**.

Beside the central path, to the left, is a ledge with a **Document** (A Broken Man). Follow the route through the area north and then northeast as you go through a small cave and up to a wall of ice. Climb the wall and get to the top, but hang along the handholds while a huge force of enemies passes by. These sure aren't Trinity people, but they're just as frightening if they catch you.

Shimmy to the left and pull yourself onto a snowy ledge. Try to make it up the next wall, but there's a collapse and Lara falls down to the bottom of the area.



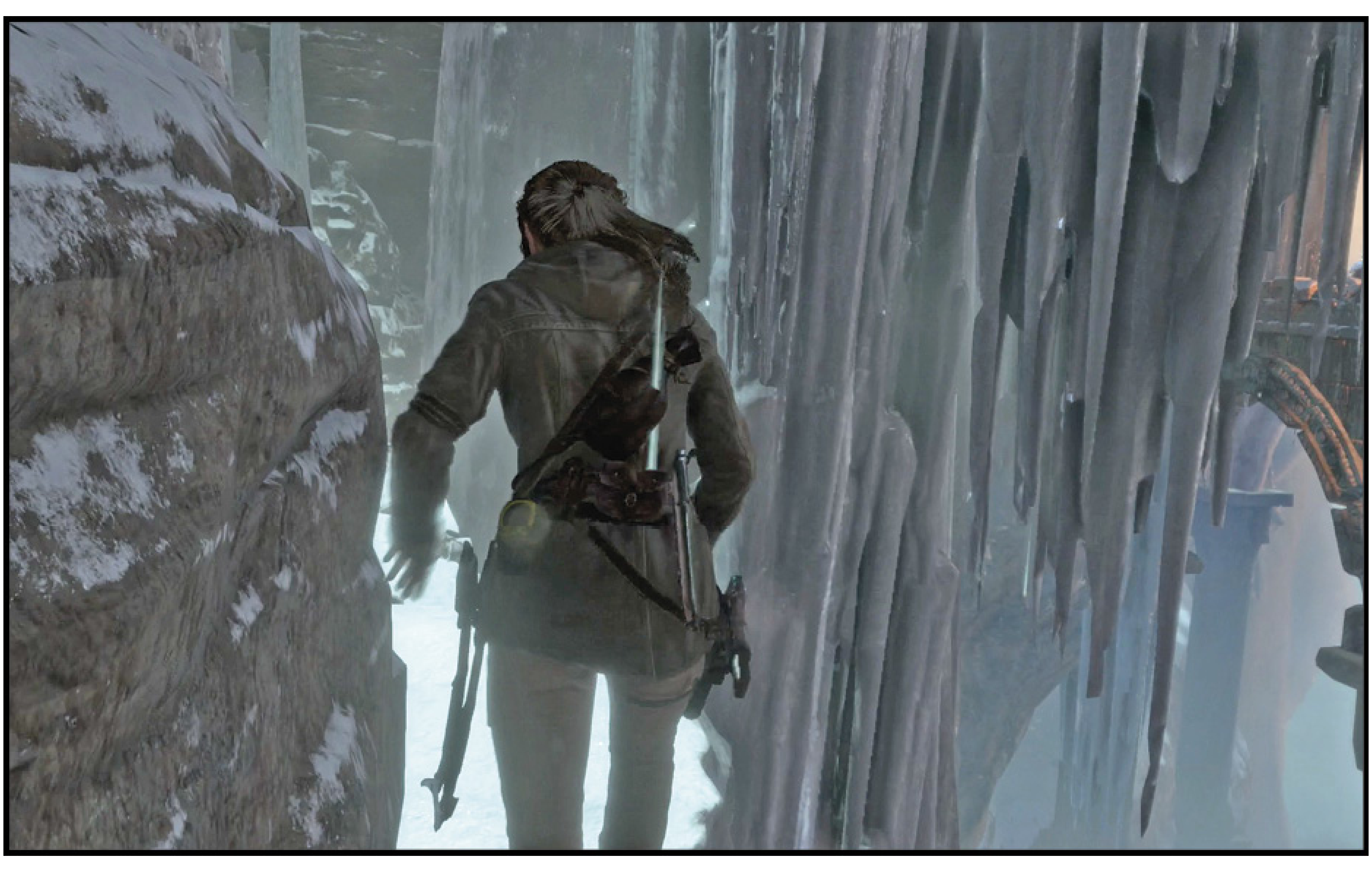


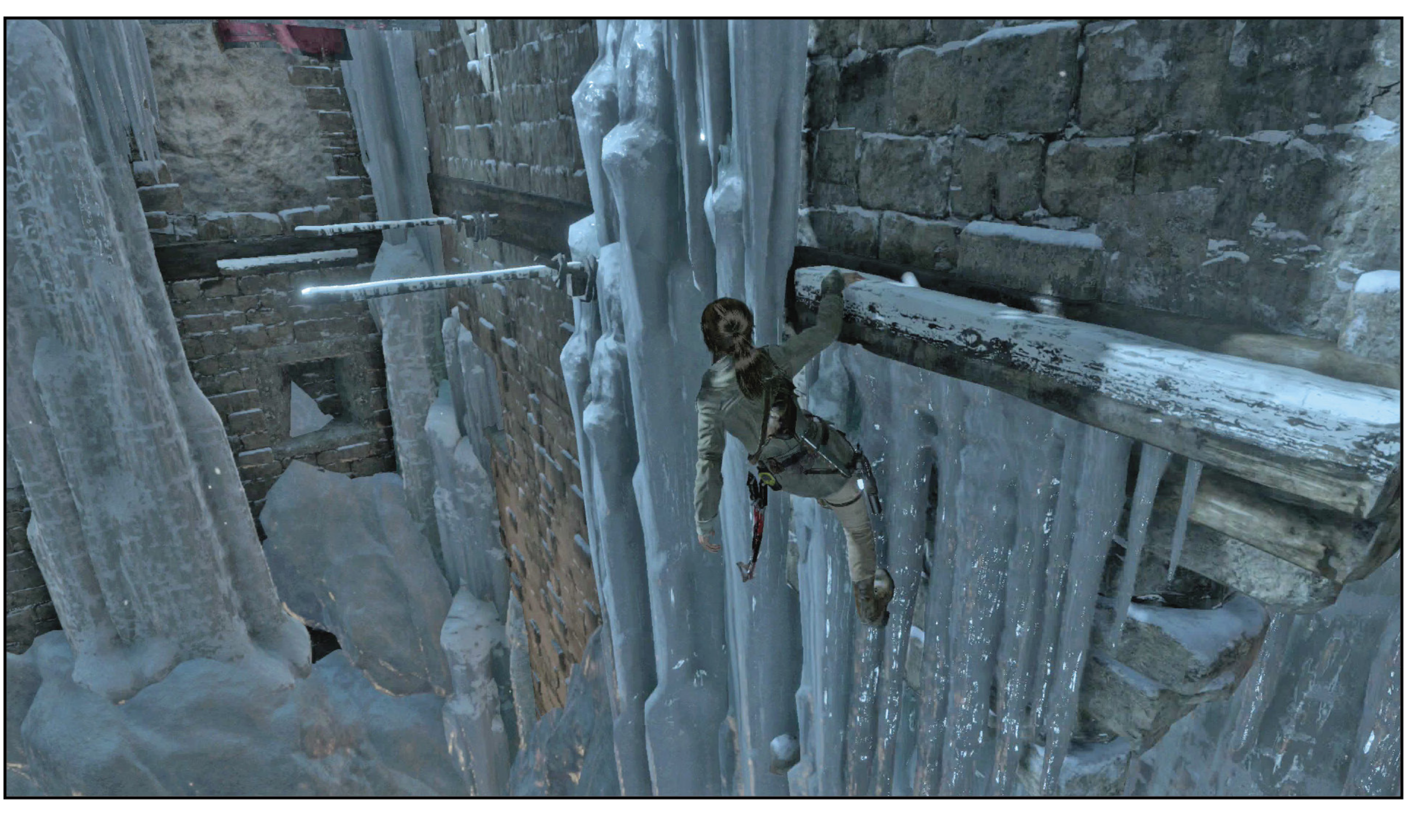


Gather any minor items you find on the way forward, and climb onto the stonework to your right when you reach the huge chasm. Jump as high as you can go, and move left across the handholds at the top. They take you to an ice wall that doesn't break apart under your Axes. Climb to an iced-over bridge and cross that. It's a good thing that Lara has amazing balance, because that doesn't look safe at all.

Jump onto the lips of a statue ahead and move left along the stonework. The Hall of Guardians Base Camp is on the next ledge, and you're almost there.

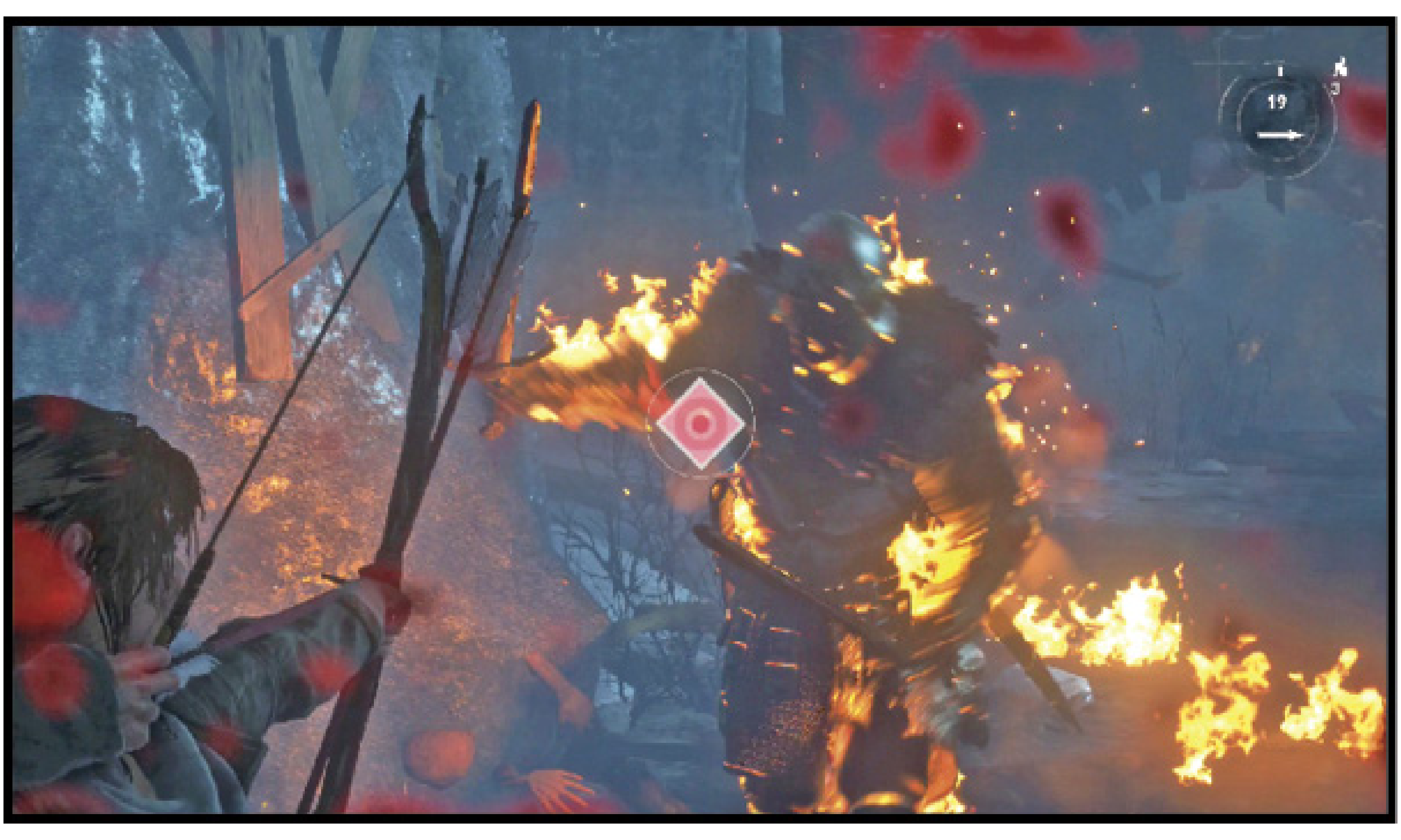
After a short rest, take a tiny ledge along the left side of the area as you watch the army marching across the way. The land opens a bit more, and a cubby on the right has a Document (Escape).





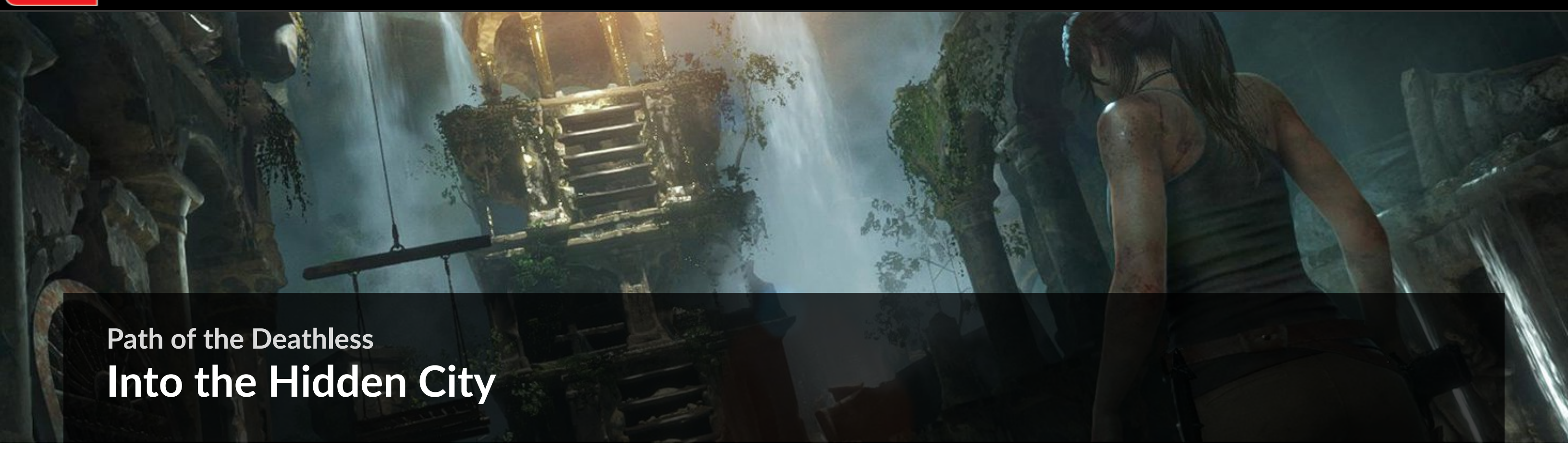
Move left and vault across to the next section of wall. Climb to the top and then things don't go that well. Hit the melee button when Lara gets grabbed by one of the Deathless Guards as she gets onto the walls. Smash him with your Axes again and again until you find a weak spot in his armor.

Lara falls to the ground and is soon surrounded by more of the Guards and their Archer supporters. All of these targets are well armored. Shots to their chests do very little damage. You want to get them with explosions, headshots, and melee attacks (as long as you've taken skills to improve their damage against armored targets).



The Greek Fire urns in this yard are wonderful for wounding or killing Deathless attackers. Shoot those while trying to keep your distance from the main force of men that come after you. Use the walls on the right to break line of sight against the Archers, forcing them to give up their positions and advance on you. That gives you time to fight off the Guards without having to deal with everything at once.

There aren't any more hidden items until much farther into the level, so you can proceed with greater speed now. Move east toward the next objective.



CROSS THE WALLS

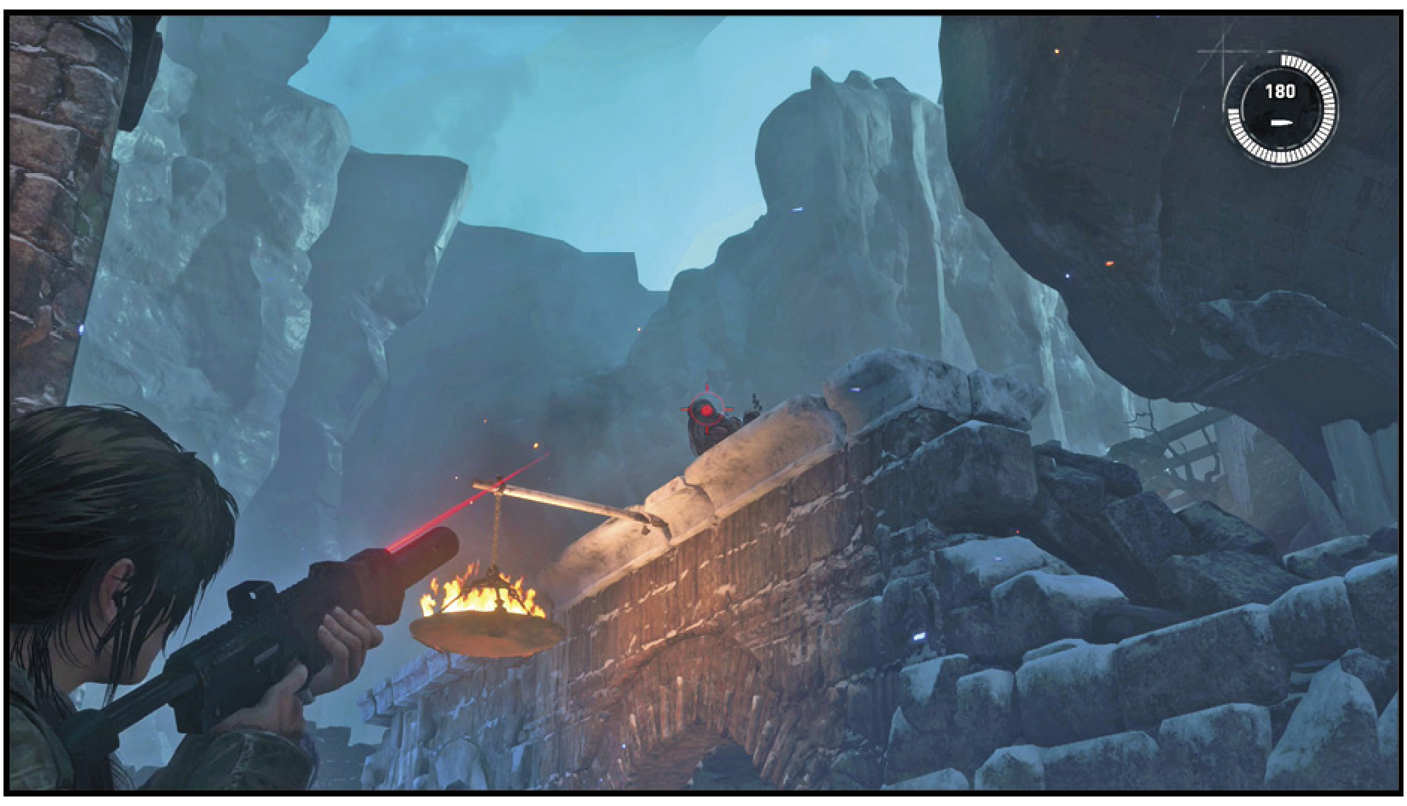
There is yet another Base Camp (Icy Bluff) before you go into the city proper. If you have the Bolt Action Rifle, you might want to switch to that. The SMG is amazing against many targets, but it won't be as powerful in the city you're about to explore. High damage per shot is king at the moment.

Someone left a zip line at the camp. That should make your entrance much easier. After using the zip lines, you end up on a few handholds as the city guards look down on your position. Hopefully it's too dark for them to spot you!

THE ENEMY OF MY ENEMY

While going through town, look for unlit Braziers. All of them are close to urns that you can shoot to light the Braziers and get credit toward a Challenge.

A portcullis opens, deeper into the town, and a Deathless Knight comes out with an Archer in tow. The Knights have even better armor and a shield as well. Kill the Archer immediately, and then use either a Greek Fire urn or a Poison Arrow to kill the Knight before he advances on you.



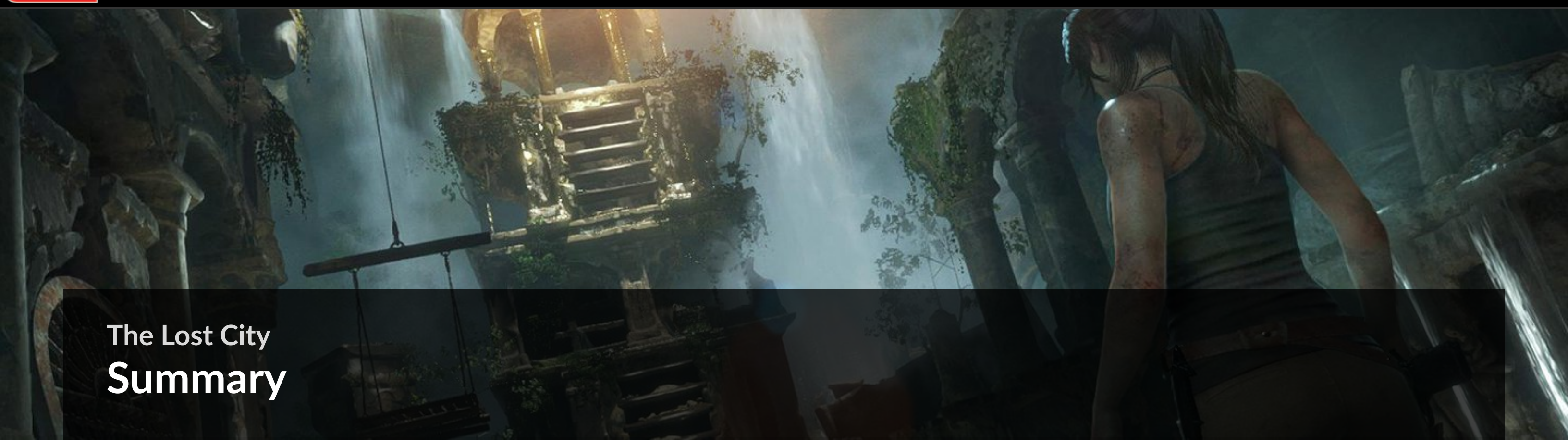
Make sure to loot bodies while you advance. The Deathless have plenty of Arrows and Hides (and bullets as well). Go through the portcullis when you've gathered everything you can, and snipe the next two pairs of Archers along the street. You're funneled into a courtyard, and that's when the heavier enemies attack.

Two Archers take the top of the wall in front of you (though they won't get into position until later in the fight). In front, a Guard and a Knight charge toward you. The urn on the left and some special Arrows would really help here. Hide behind the wall on the right, close your entrance point into the yard. This avoids Archer fire while you deal with the melee attackers.

If the enemies make it into close quarters with you, pull out a Shotgun! That's a great option when you're out of space and need damage fast. Kill off the remaining Deathless, search for loot, and take a breather.

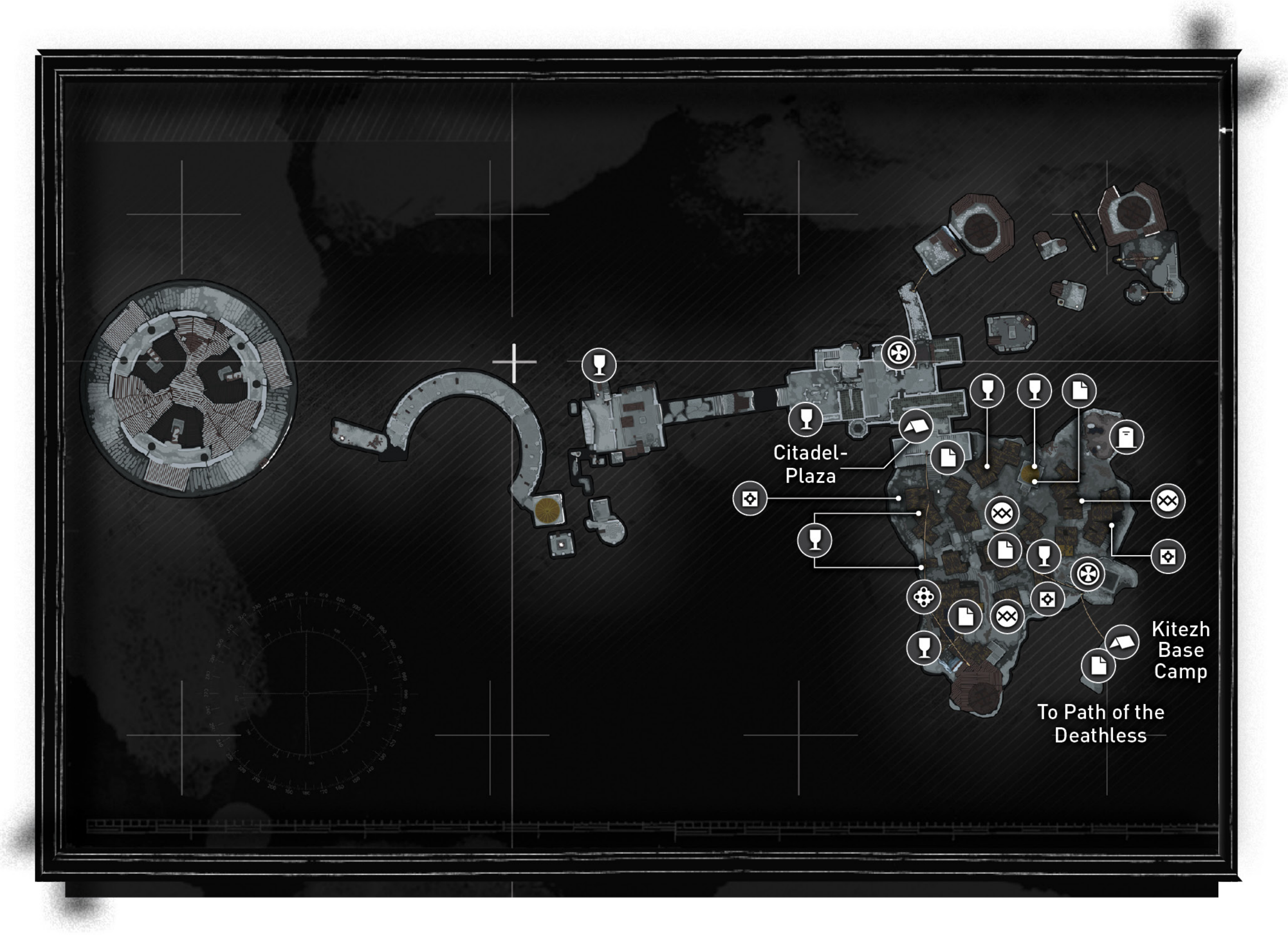
Leave the town and search the next area for two **Documents** (Fire on the Horizon and Lights in the Dark). They're both close to the gates and can be found with minimal effort. One is to the left, beside the walls. The other is on the right, out in the open. Past that Document is a **Relic** (Mysterious Figure) at the end of the ledge.

Use the ice wall to the north to climb to a ledge that overlooks the town. Walk toward your next objective, and put some distance between Lara and the Deathless. Grapple to reach the end of the map. Walk through a couple more rooms and talk to Sofia on the radio. You soon find yourself in The Lost City.



The Lost City

Summary



REGION SUMMARY

Tombs	1
Challenges COMPLETED	4
Crypt Treasures	1
Relics	10
Documents	8
Murals	3
Survival Caches	6
Coin Caches	3

* Collectibles inside the Crypt and Tomb are not shown because they are underground

MAIN OBJECTIVE

» Search for the Divine Source

CHALLENGES

» Vandal (Destroy 8 Statues)

» For Whom the Bell Tolls (Cut 5 Bells)

» Banner Wars (Burn 8 Deathless Banners)

» Burn Baby Burn (Light 5 Signal Fires)

ENEMIES AND PREY

» Deathless Guards

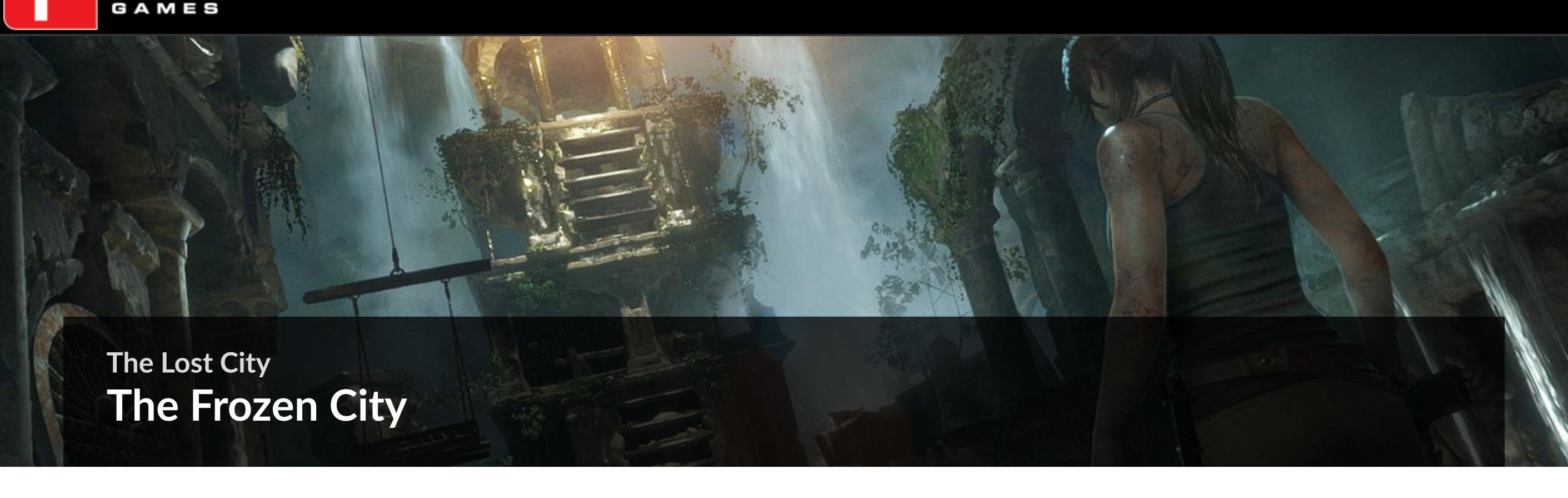
» Deathless Knights

» Deathless Archers

» Trinity Soldiers

» Enforcers

» Defenders

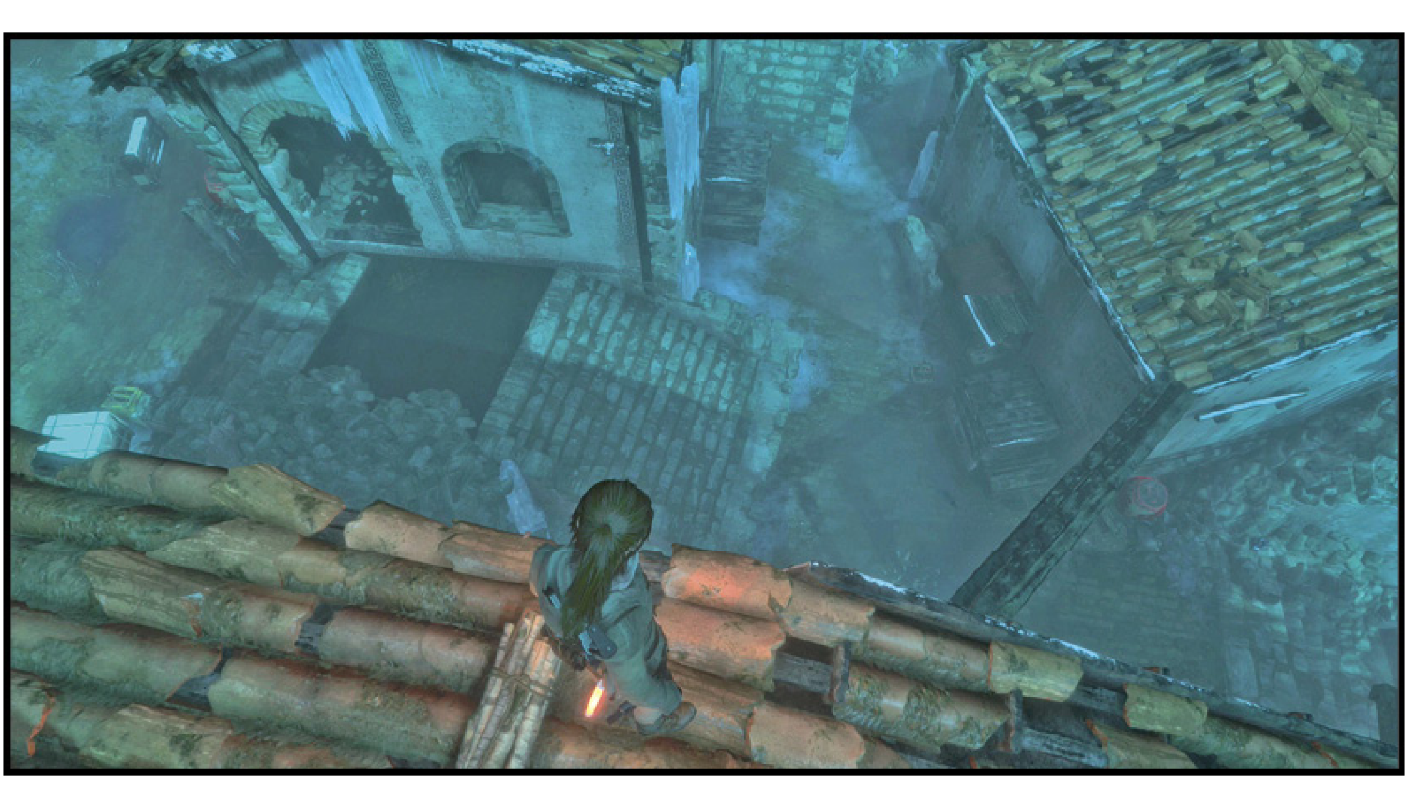


The Lost City

The Frozen City

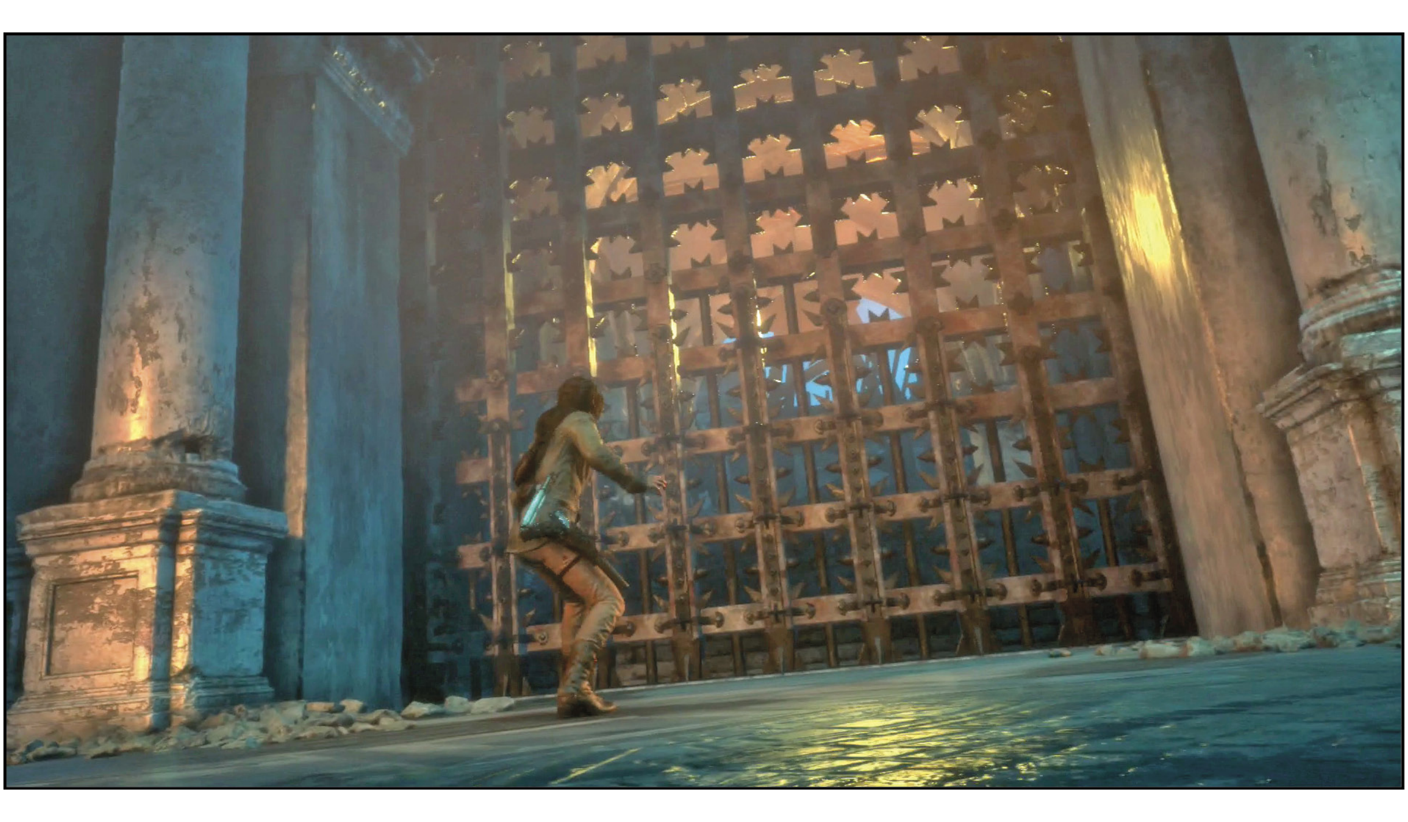
GET THROUGH THE FIRST GATE

Lara gets an amazing view of the city when she leaves the caverns. Search a small pillar on the right for a **Document** (The Last Man). Use the Threshold of Kitezh Base Camp next to that before you leave.



Take a zip line down into the heart of the ancient city. There are many secrets scattered around the streets and rooftops, but there isn't much time to spare. If you can resist the urge to explore, make your way toward the objective in the northwestern part of town.

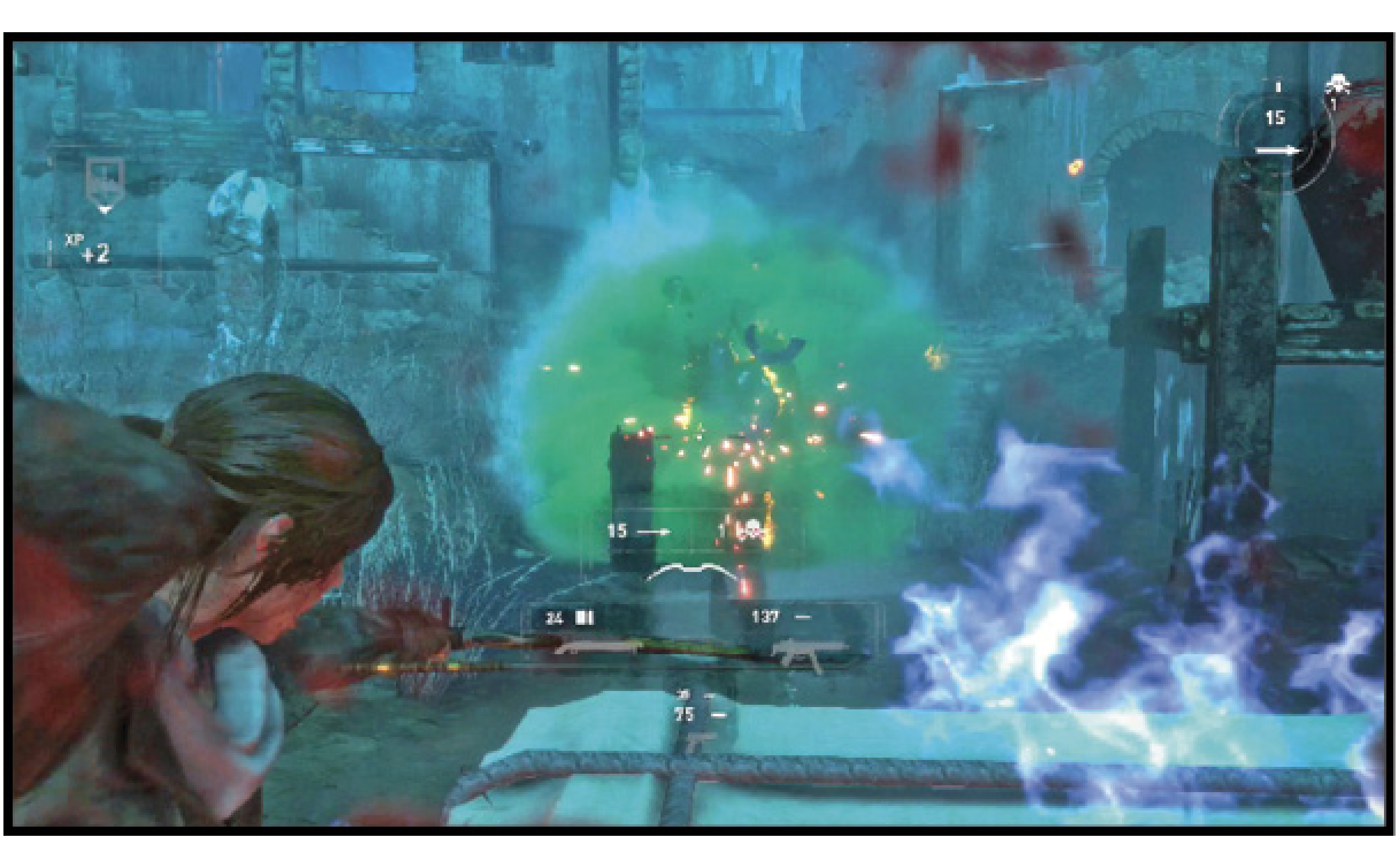
The path over to the objective is so easy that something feels wrong about it. Jump over the rooftops and get across the city, and climb the steps up to the exit. When the heavy gate slams into place, rest assured that things are back to normal.



The Deathless have a trebuchet that starts firing on Lara's position. You won't be able to leave the southern end of town without getting control of that siege weapon.

SEIZE THE TREBUCHET

Run back across the city, using the streets this time. The enemies have already spotted you, so stealth isn't much of an option. Instead, use speed as your ally. Dodge past the attackers, because they are in heavy armor and can't pursue you very well once you get around them. Sprint to the south and then stop to eliminate the small group of Archers and others that eventually find you. Use Poison or Grenade Arrows on any Knights that attack, and don't proceed until the coast is mostly clear.



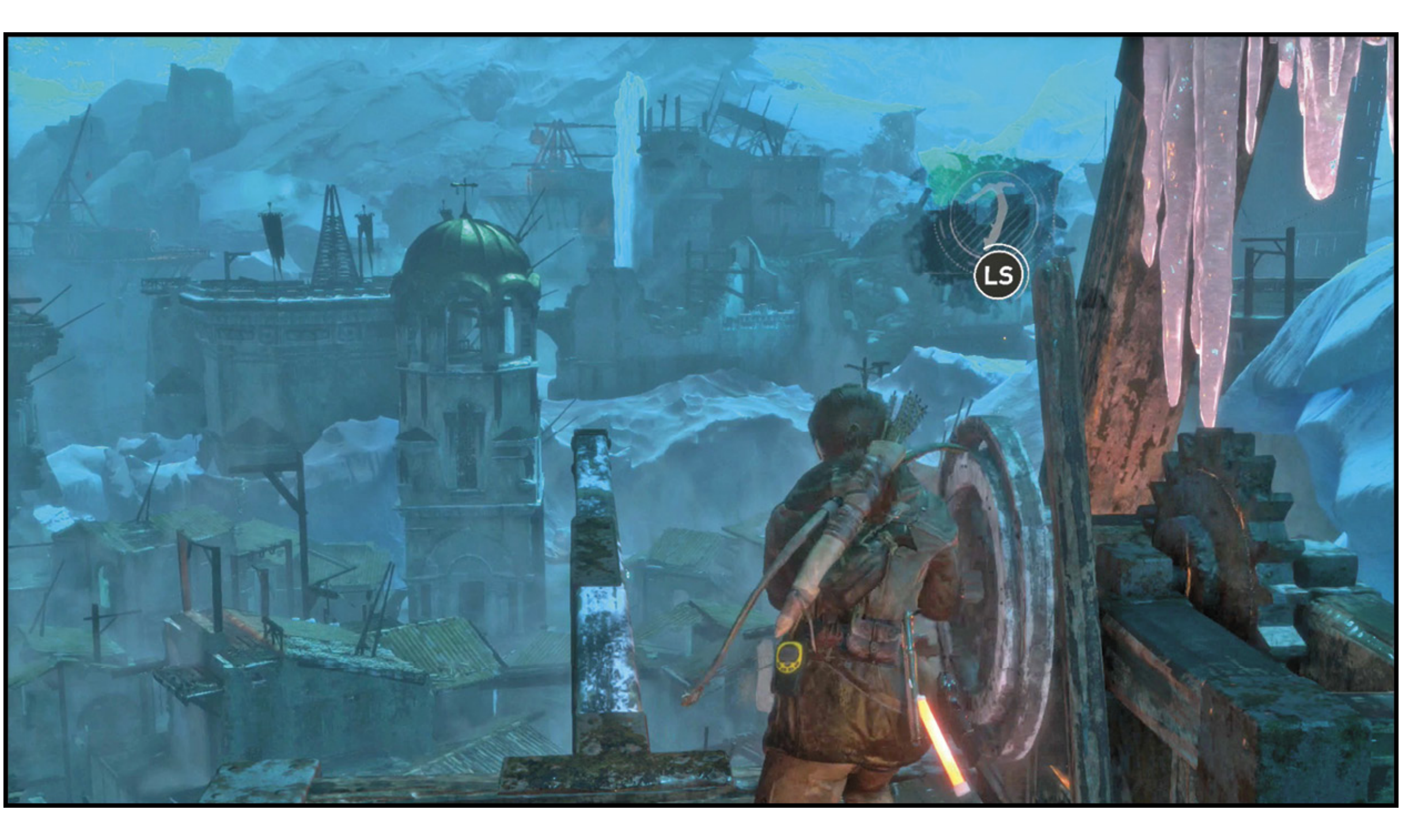
To get to the trebuchet's platform, stand underneath it and use Climbing Arrows on the walls. Put the first Arrow very close to the ground so that Lara can jump up to it, and lead the others to the right. Don't try doing this if any of the Archers have line of sight against you. They take potshots and ruin your climb. Kill all of them and then proceed.

Climb onto your Arrows and get to the wall higher up; that one is close to an iceflow that can be climbed.

Get to the roof and fight a few Archers. They're surrounded by urns and can be eliminated quickly. Jump and climb onto the tier above that, where the trebuchet is sitting. One more Archer and a nasty Guard are there. You don't have much room to dodge, so splatter them with a Shotgun or a Grenade Arrow, or go for aggressive melee attacks if you have a good set of skills for it.

With the last of the Deathless gone for a few seconds you have time to commandeer the siege weapon. Get to the front of the machine and turn the crank on it until the trebuchet faces the first gate of the city. A long wooden arm acts as your sight, so aim with that.

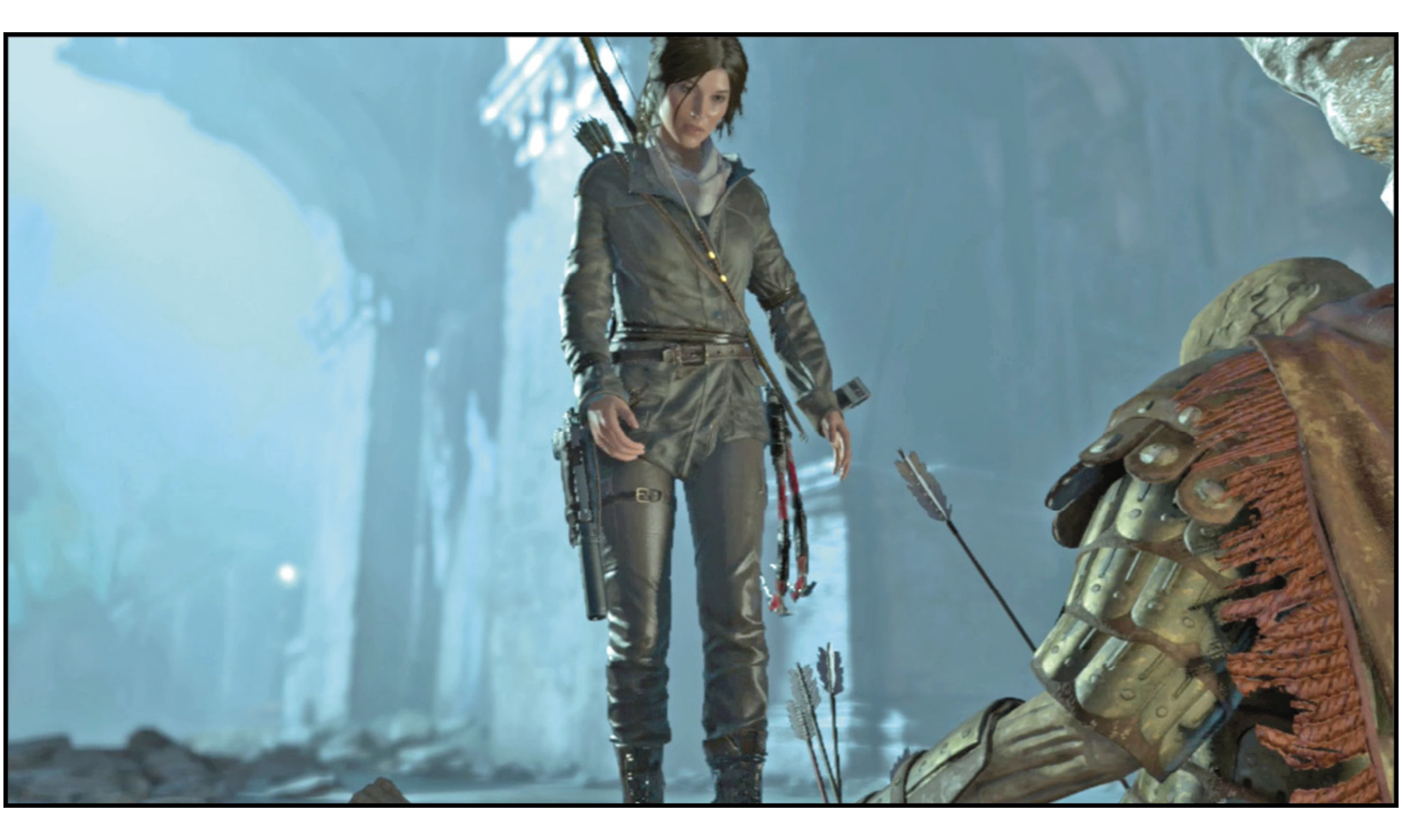
Fire the weapon once the trebuchet is in position and let the gigantic stone do its work.



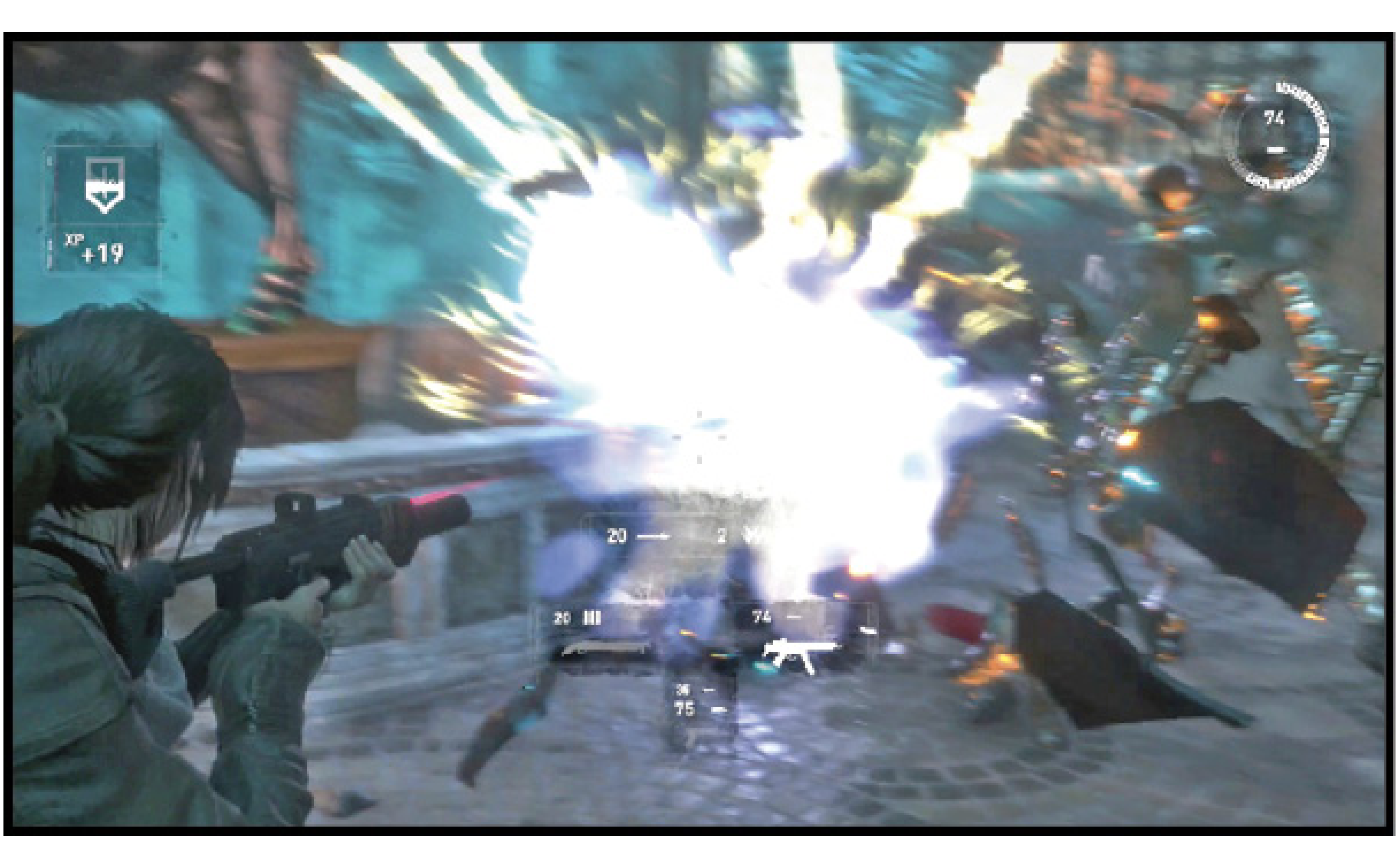
GET THROUGH THE SECOND GATE AND SURVIVE AN AMBUSH

Zip line and race to the north. Get a Document (Trapped) at the base of the stairs that head to the gate. Pass through the destroyed gate and stop briefly at the new Base Camp, Citadel Plaza.

The camp is named for the plaza ahead of you, on the western side of the city. Walk toward it and watch a scene as Lara finds a slain warrior with Armor-Piercing Arrows. These new weapons upgrade your standard, Silent Arrows so that they can go through armor as long as you fully charge your shots.



Deathless attack only moments after you find the Arrows. Get to cover quickly and steel yourself for a tough, long encounter. Archers use the upper walls and balconies to get a good angle against you. Guards attack from the lower doors, and they come in decent numbers throughout the engagement.

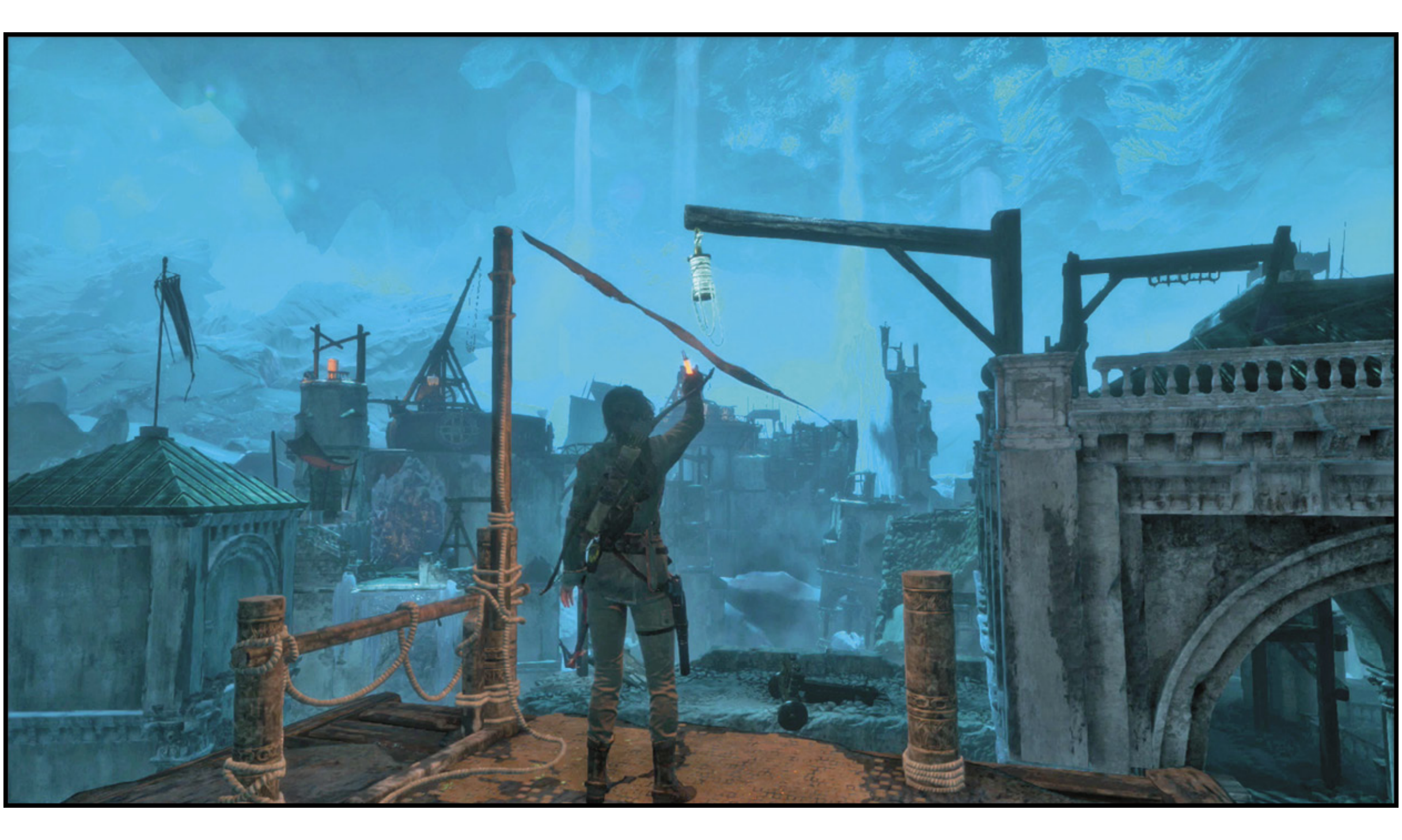


As usual around here, there are Greek Fire urns that should absolutely be used to take out the melee attackers. Run past the urns, turn, and then fire when the Deathless chase you. This kills some of the targets, but you need more than Greek Fire to win.

USE EVERY TOOL AT YOUR DISPOSAL

Switching weapons is a great way to stay ahead of your enemies. Quickly swap to your Rifle or Bow for taking out Archers. Grab the Shotgun to kill melee attackers. If a cluster of enemies is getting close to you, use the Bow with Poison/Grenade Arrows to do high damage with just a single attack.

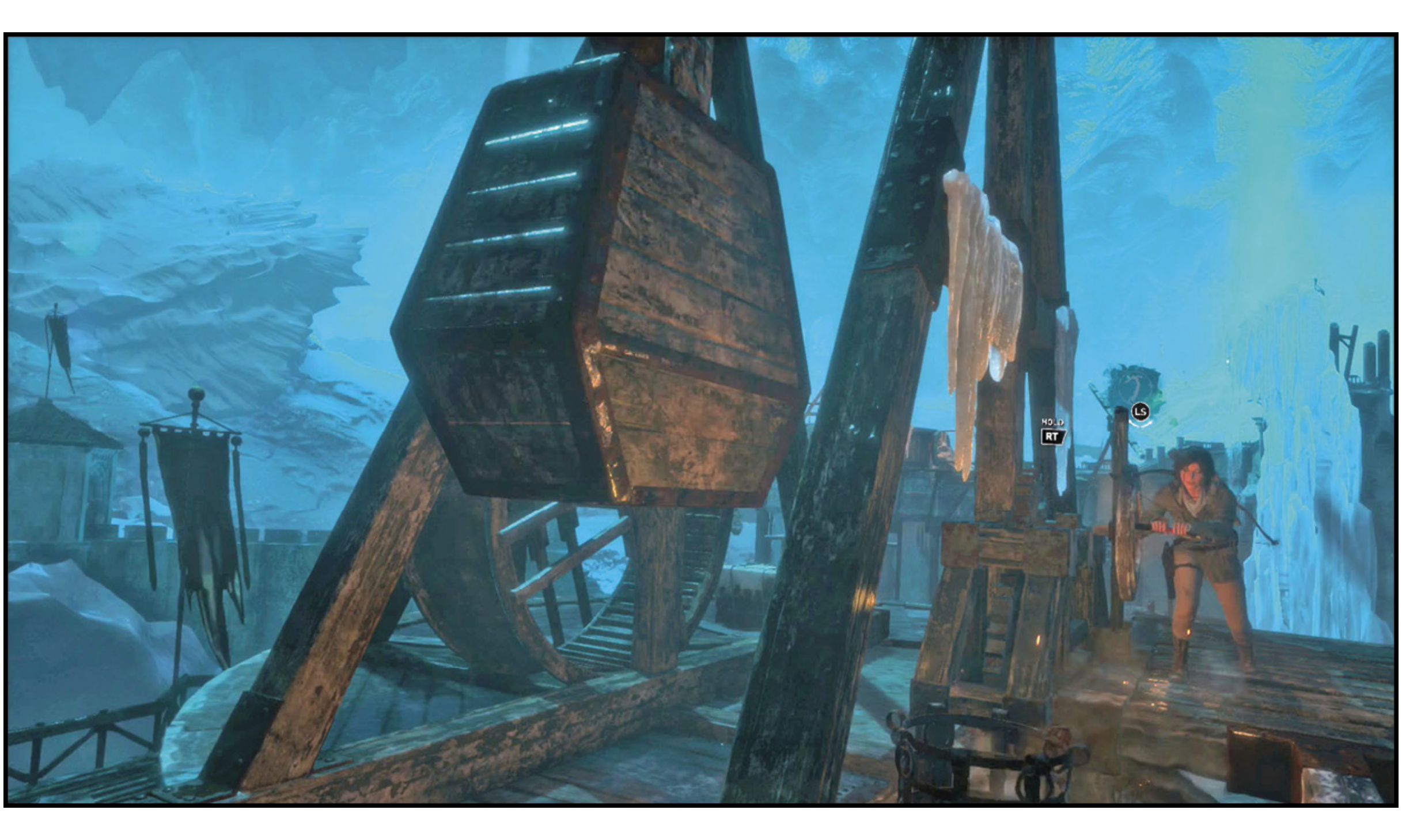
Survive the ambush and go through a small passage on the northern side of the yard. Turn a crank to open a door inside the corridor. Follow your waypoint out to a ledge over a massive drop. Use your grapple to snag a Rope and then swing to a platform to the east. Break open a barricade by the landing (to your right) so that you can pass freely into and out of this part of the city.



Cross a couple more rooftops to get over toward the second trebuchet, but stop when you hit a slick wall of ice. This one isn't climbable. To proceed, you need to swing a crane arm so that it's closer to the ice wall. Then, jump onto the bucket that's hanging off of the crane. Lara's momentum slams the bucket into the wall, shattering the ice. Use Climbing Arrows on the exposed wood to reach the top.

Climb to the trebuchet and look at it. This one is, for lack of a better word, locked. You have to break the wooden piece that prevents it from firing, but Lara isn't strong enough to crack apart the boards by herself, even if she uses her Rope.

To do this correctly, use the crank on the trebuchet to rotate the weapon until its guiding arm faces a nearby tower. Walk across the arm and stand next to a Rope Coil on that tower. Connect the Coil and the locked boards on the trebuchet. Return to the device and turn it away from the tower to rip the boards off of the siege weapon.

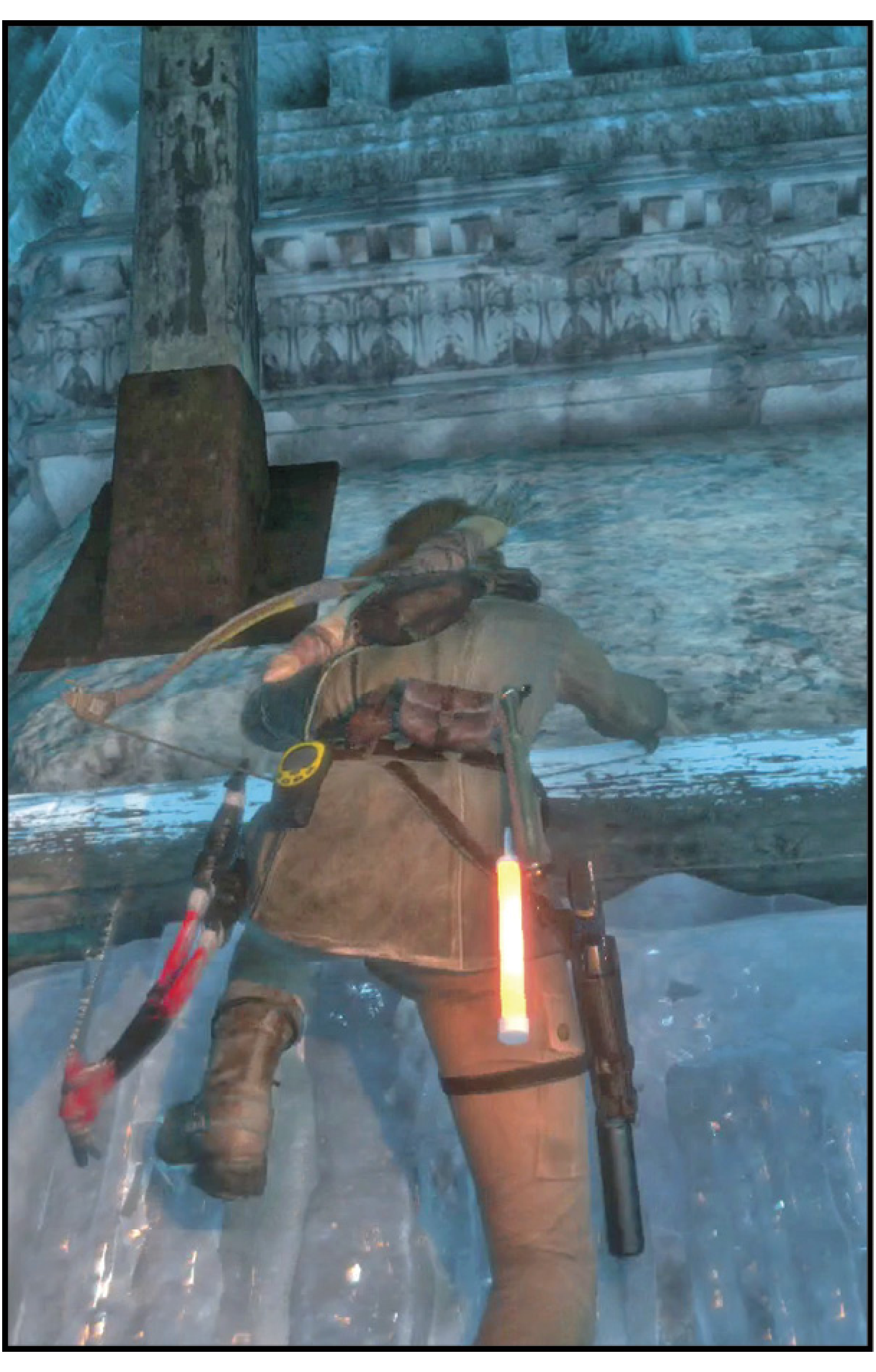


Line up your shot and fire at the second gate. You can score only one direct hit before you're interrupted by a third trebuchet. Alright. That's fine. Time to go steal that one!

GET TO THETHIRD TREBUCHET

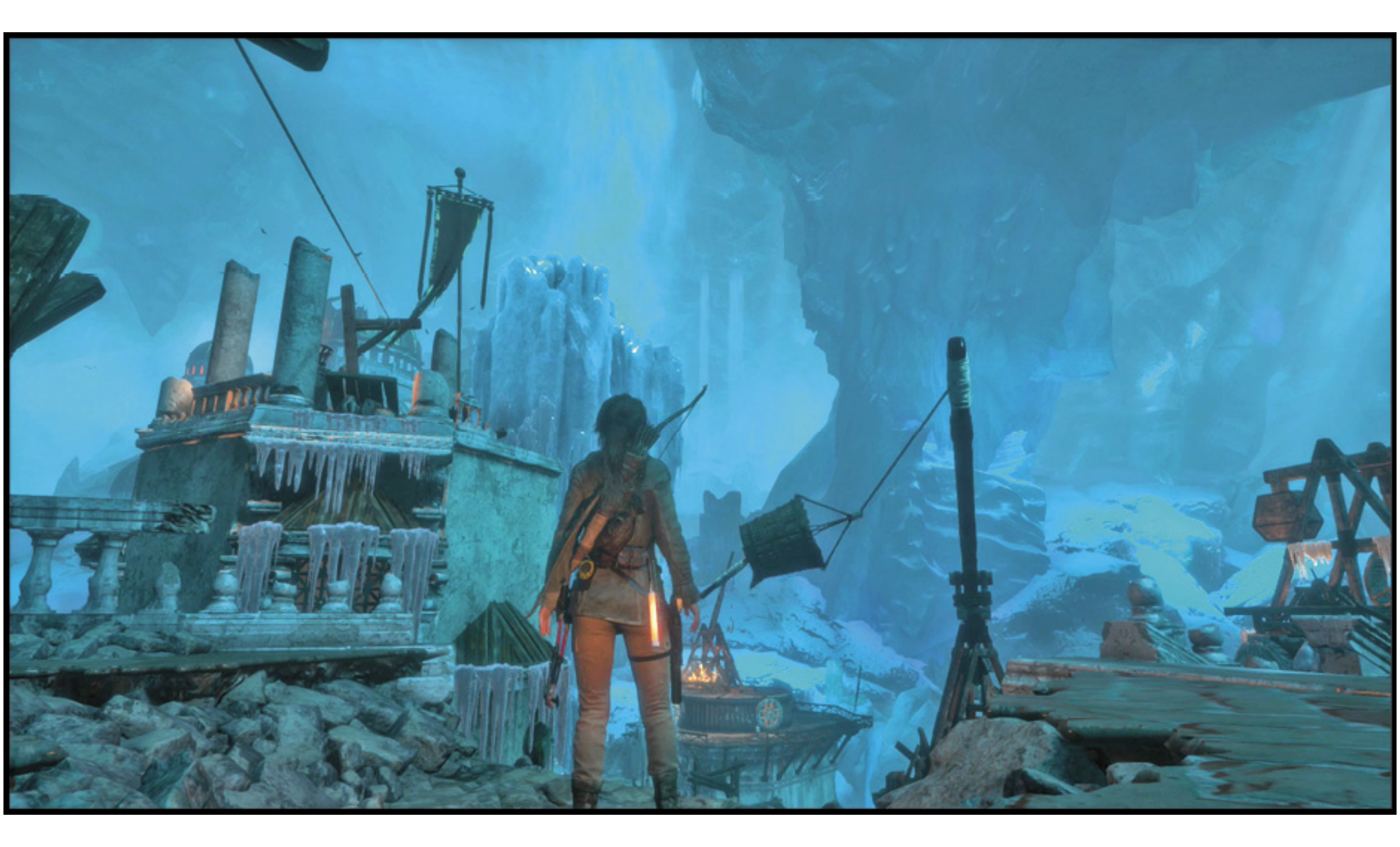
Hop off the trebuchet and look to the east. Make a zip line to the next building over and slide down to it. Climb a wall and then use your Rope to pull a long wooden beam into position in front of your roof. Hide from enemy Archers while the arm swings into position, and then jump onto it. Run across and leap to an ice wall underneath the trebuchet to start your climb.

Shift to the left, jump, and then get over to a bucket on that side of the wall. Climb up and leap to the floor around the trebuchet. Fight off a Guard and Archer that are positioned there, and then look around to see how you can fire this one.



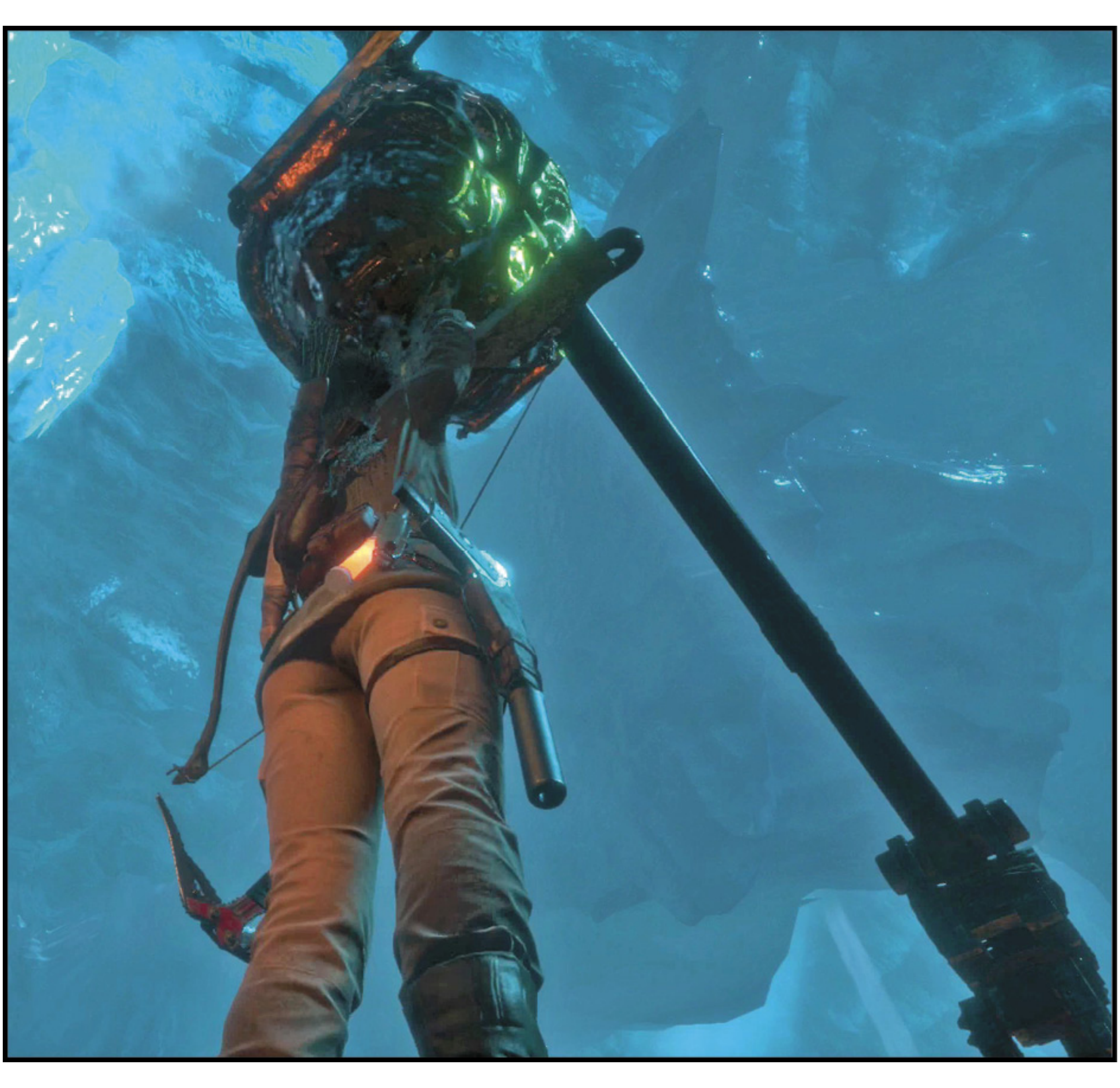
The mechanism is frozen. That could be a minor issue. Go to the front of the weapon and look for a massive crane arm that has a bucket suspended from it. Turn that so that the heavy end (with the bucket) is close to the trebuchet. You can leap onto the top of the crane arm and use it as a ramp to reach a building above the trebuchet.

Get up there and connect a Rope Coil to the higher end of the crane arm. Get off of the building and shoot the Ropes on the crane to spin it around, getting a second bucket off of the building's roof. It's now suspended over the city, but the two buckets still aren't equalizing the weight.

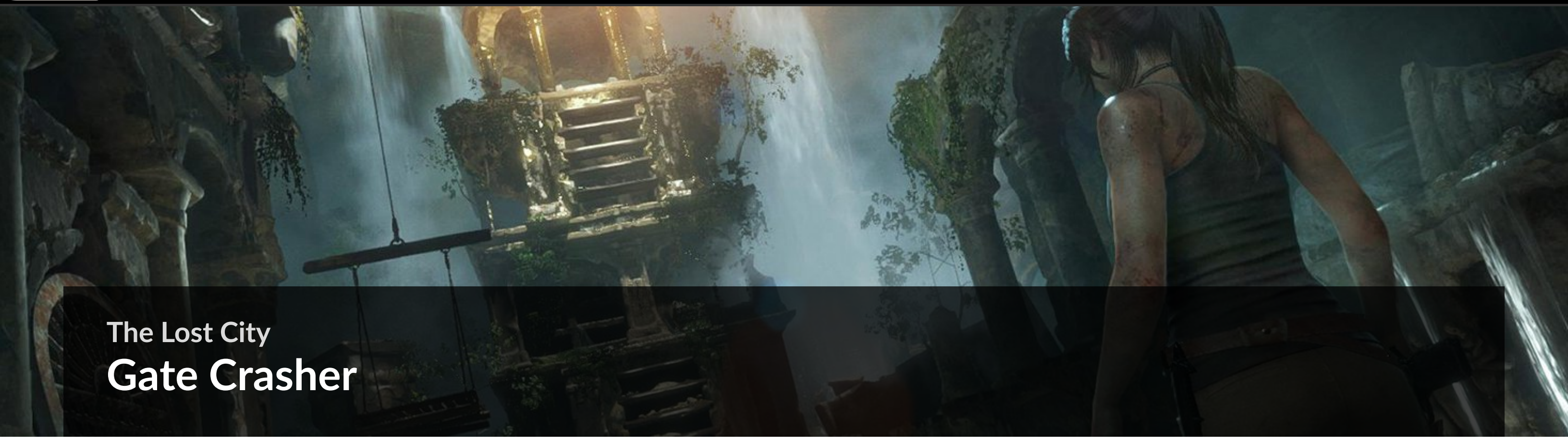


Shoot the Rope section underneath the new bucket to close its drainage system. Then, spin the crane so that the new bucket goes underneath the waterfall to the west. It'll fill the bucket with water, and nothing drains out of it.

Rotate the crane arm so that the wooden bucket is away from the trebuchet, and the brass bucket is directly in front of the ice blockage. Use a ramp on the western rooftop to jump onto the small tower that holds the crane. You then need to shoot the lever that opens the wooden bucket's drainage system. As the bucket loses water weight, that arm of the crane rises and the other falls. Quickly jump onto the brass bucket's lower handles and let your weight crash the bucket into the ice block. You've done it! The last trebuchet is free to fire, and that gate's days are numbered.



Use the trebuchet to destroy several packets of Archers that arrive on the rooftops below, and then destroy the second gate of the city as well. You have unlimited ammunition, so fire away and enjoy yourself. You've earned it.



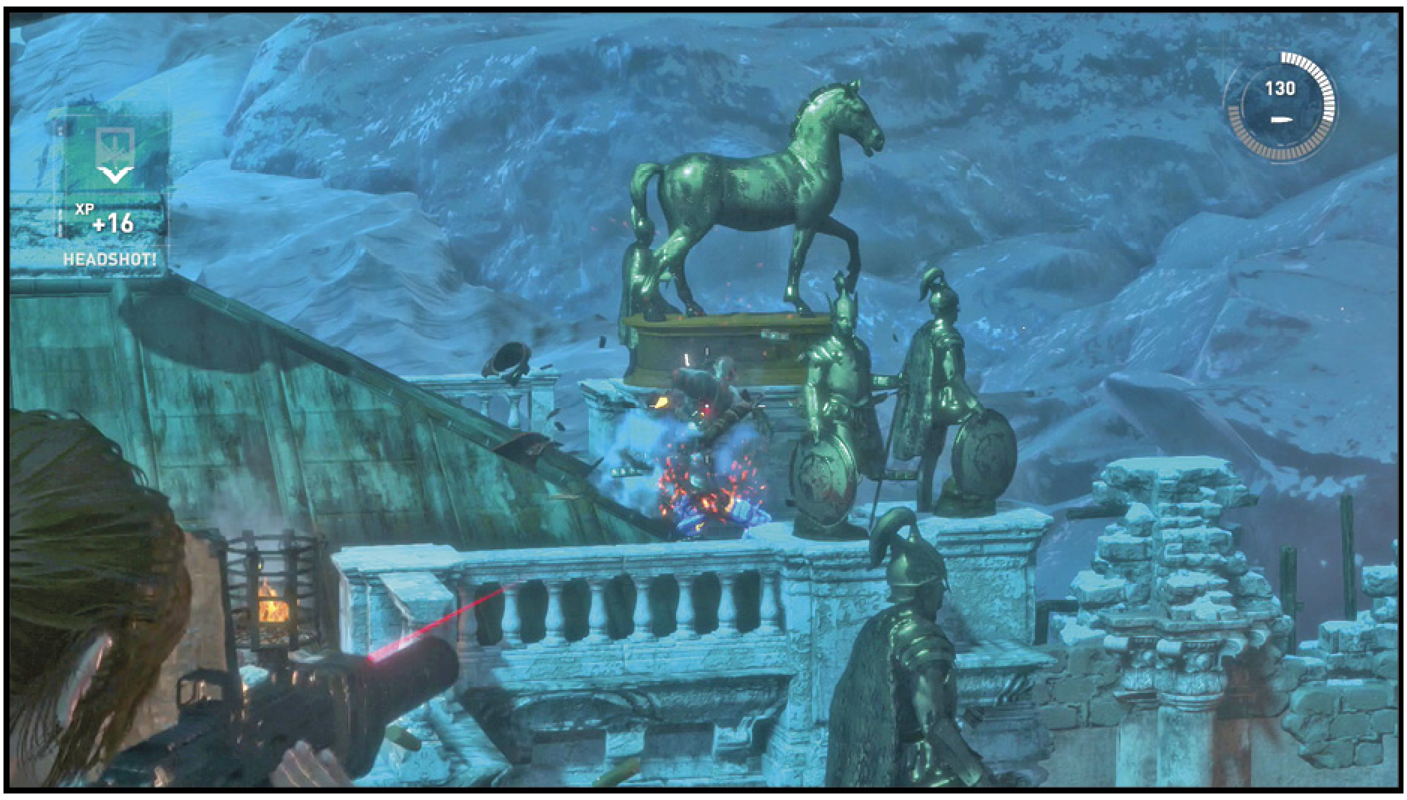
The Lost City

Gate Crasher

CROSS THE BRIDGE

Make a zip line from the trebuchet platform down to the rooftops, and use the only path you can take to create additional Ropes to get back to the central city. The second zip line takes you to an ice wall. Hang from there and get over toward the handholds to your right.

Climb onto the building and sprint over the rooftops as you try to get back to the second gate. Archers seem to be everywhere. Take out the ones in front of you with close-range weapons, and then use your Rifle or Bow to kill the guys on your flank. They're farther away but are still very snipable.

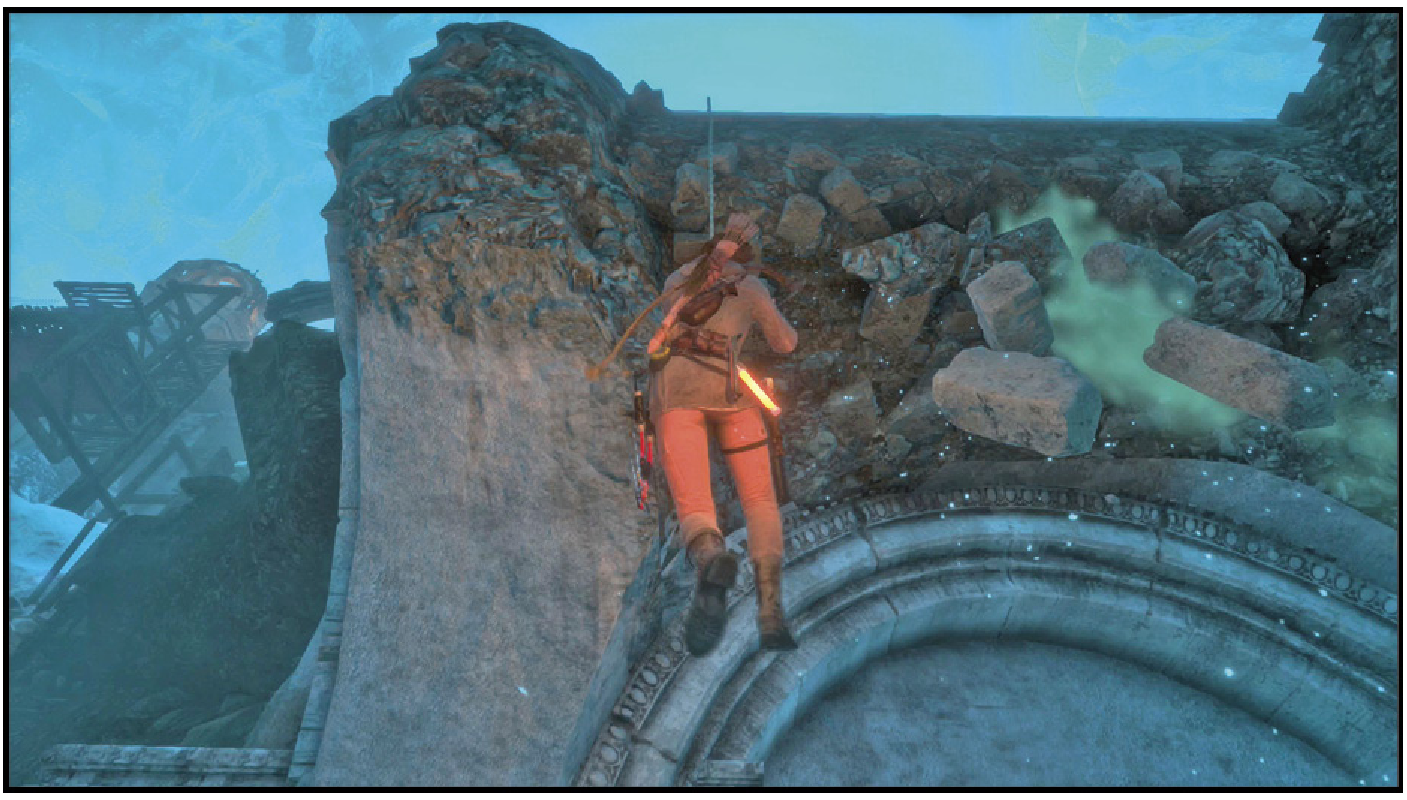


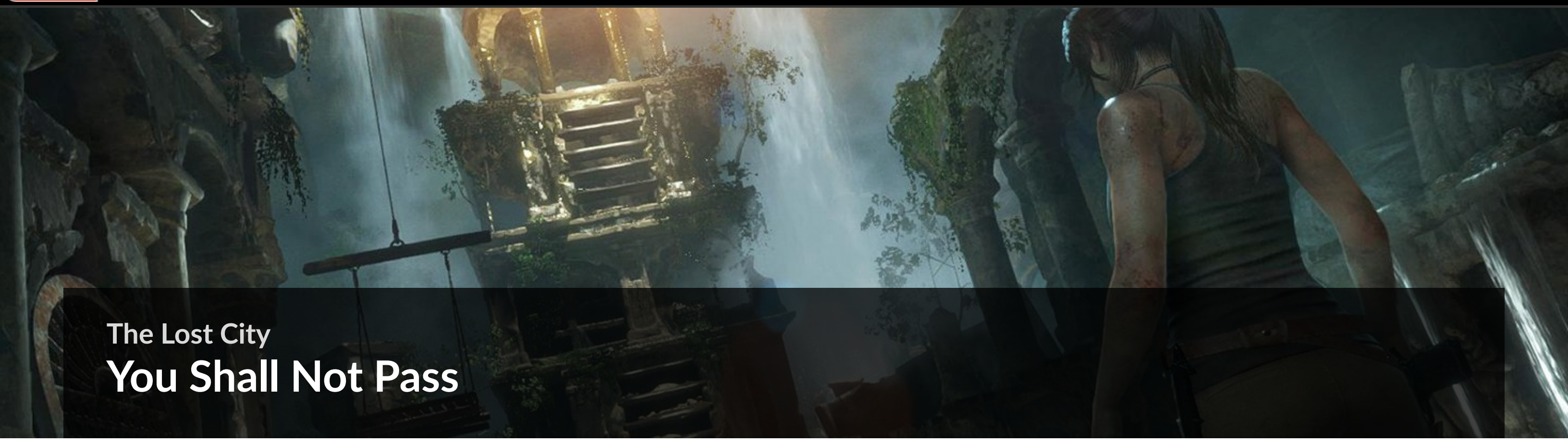
Make a zip line on the last rooftop and slide toward the plaza below. You land in the upper tier of the building that overlooks the square.

Cross the plaza and walk triumphantly onto the bridge beyond. Yes, the bridge decides to collapse at that exact moment. No, that's not very fair for you. Worry about it later, and get moving now.

It's dangerous to jump early during your bridge crossing. The action is extremely intense, the area is somewhat dark, and you can misjudge your timings. Do what you can to wait until the last moment before making each jump so that you don't fall short. Sprint the entire way. That should go without saying.

At the end of the bridge, jump and grapple so that you make it to the other side. Climb up the rope to the top and get your weapons back out, because the Deathless won't give you a single moment's respite. They're coming.





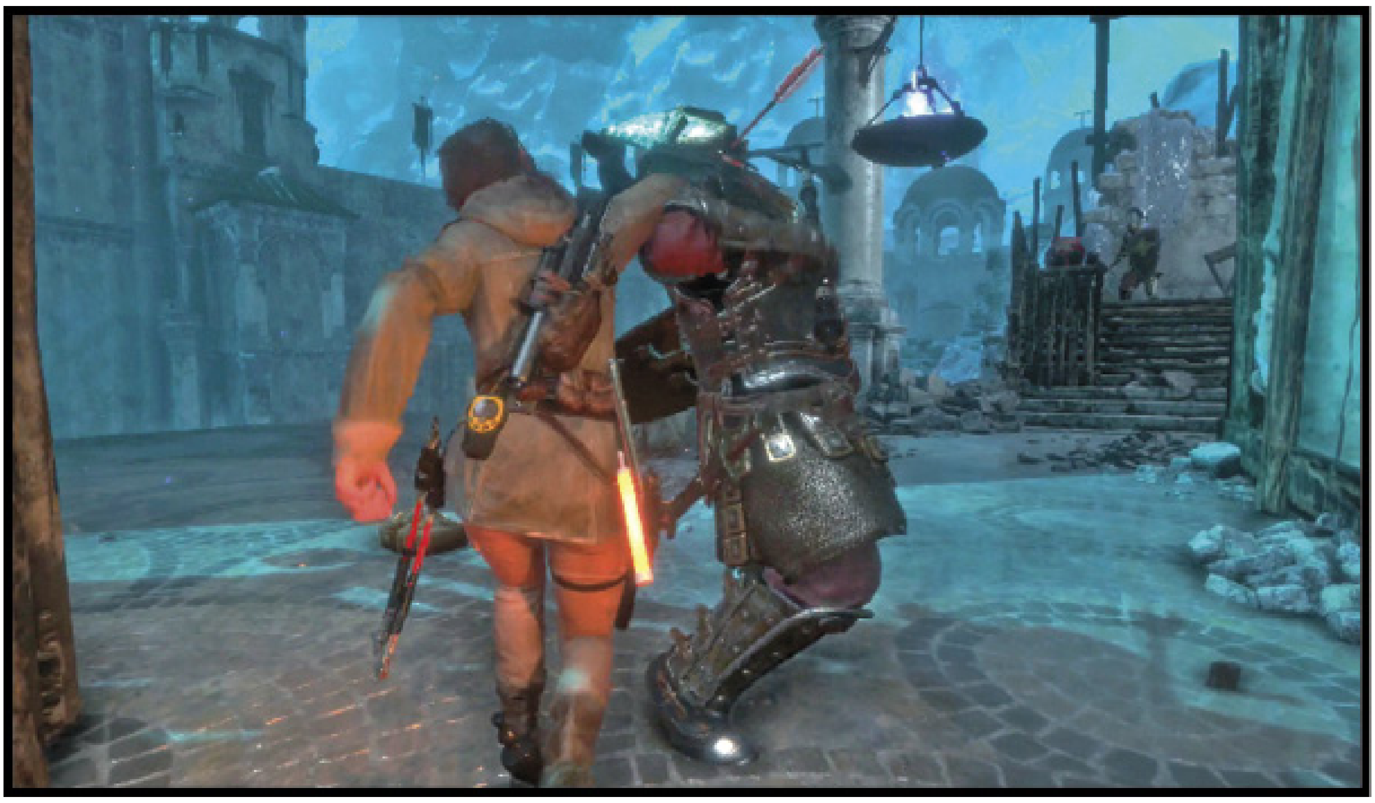
The Lost City

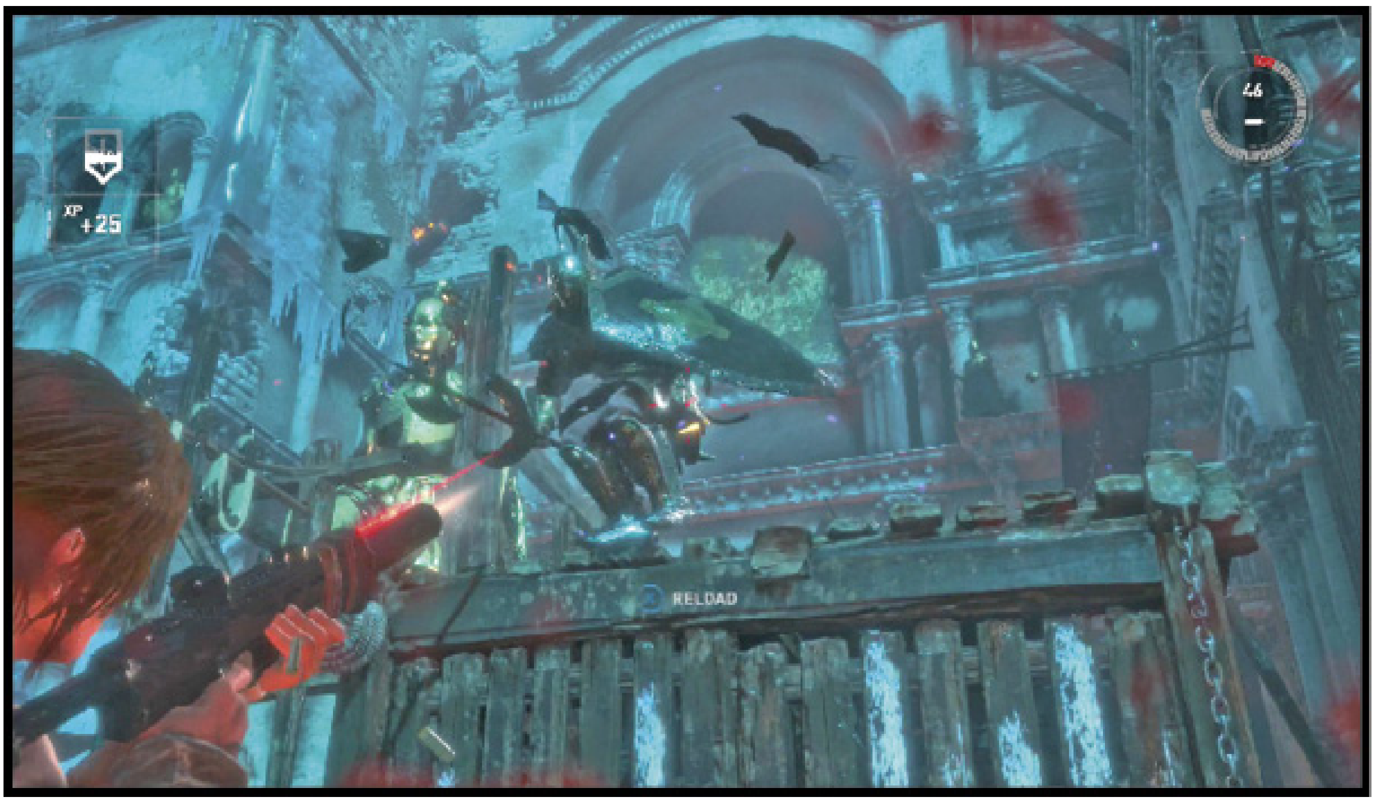
You Shall Not Pass

DEFEAT THE DEATHLESS WARRIORS

You're by the entrance to another huge gate. There are several Archers at the back of the area, near the gate. Guards are coming in there too, but they move forward more aggressively to seek you out.

Use light weaponry to detonate the Greek Fire urns as the early rushers get to you. That thins their numbers. You're able to run between the pillars where you begin and pick off smaller clusters of Deathless.

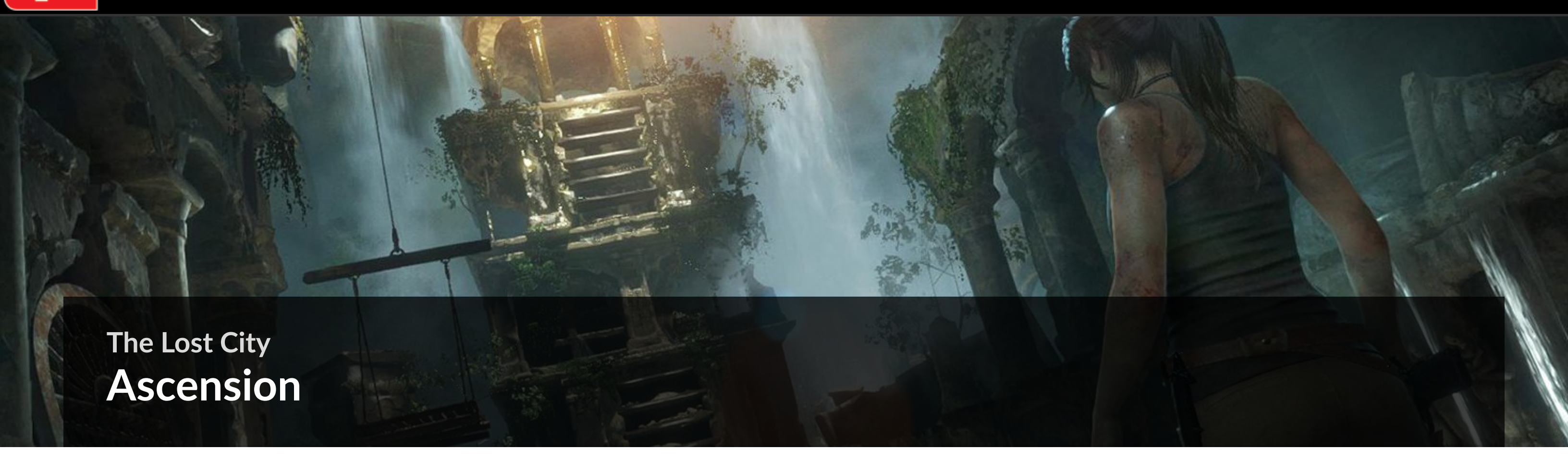




Beware Guards that are willing to climb and attack you from above. If you see one of them getting onto the pillars, either attack him aggressively before he can jump on you, or run away so that he doesn't have a target!

Poison Arrows continue to be your best weapons against the heavier Deathless, but don't waste those precious shots on Archers or single targets. Use regular ranged weaponry for the former, and melee executions for the latter.

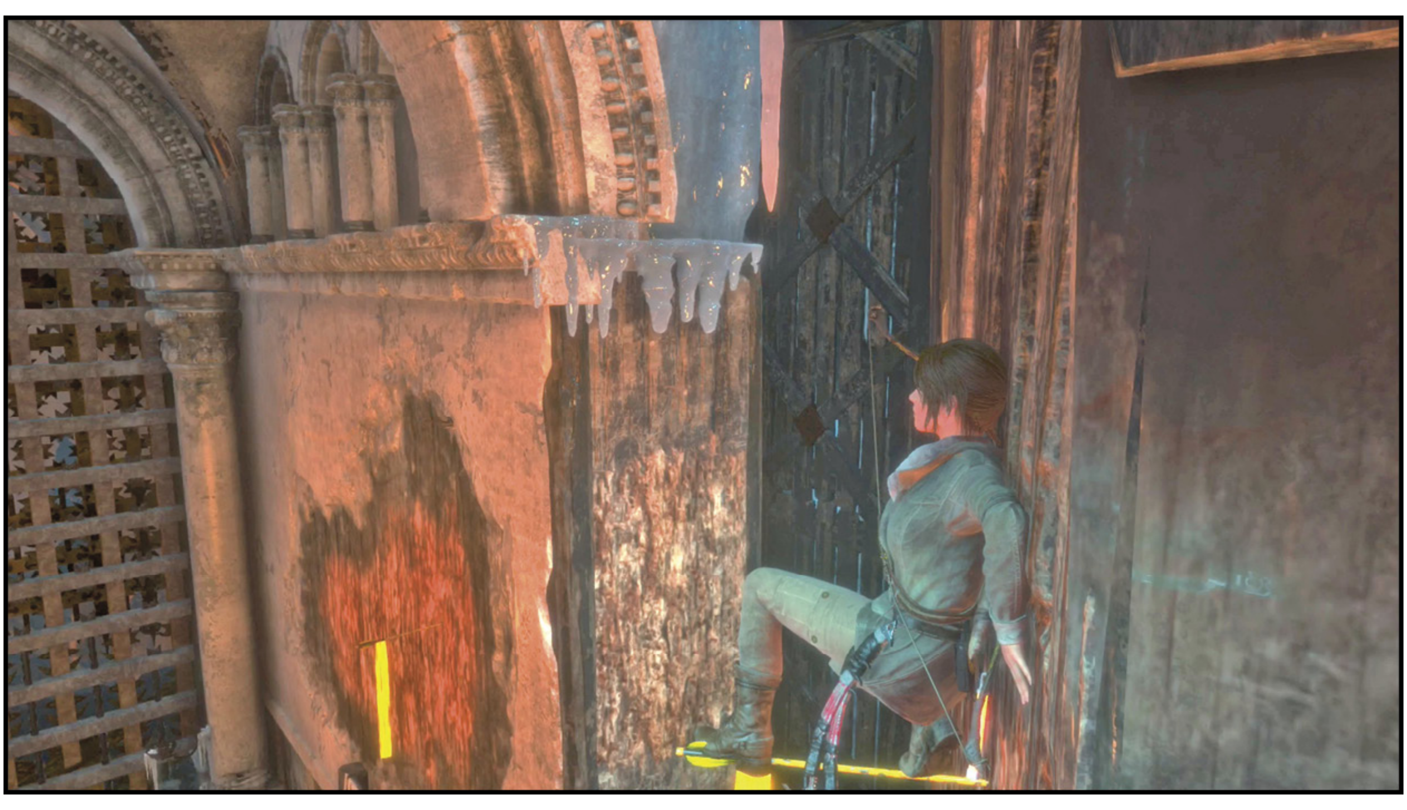
Win this battle and watch a small scene. Enter the Citadel afterward and look for the Citadel Gate Base Camp.



CLIMB THE TOWER

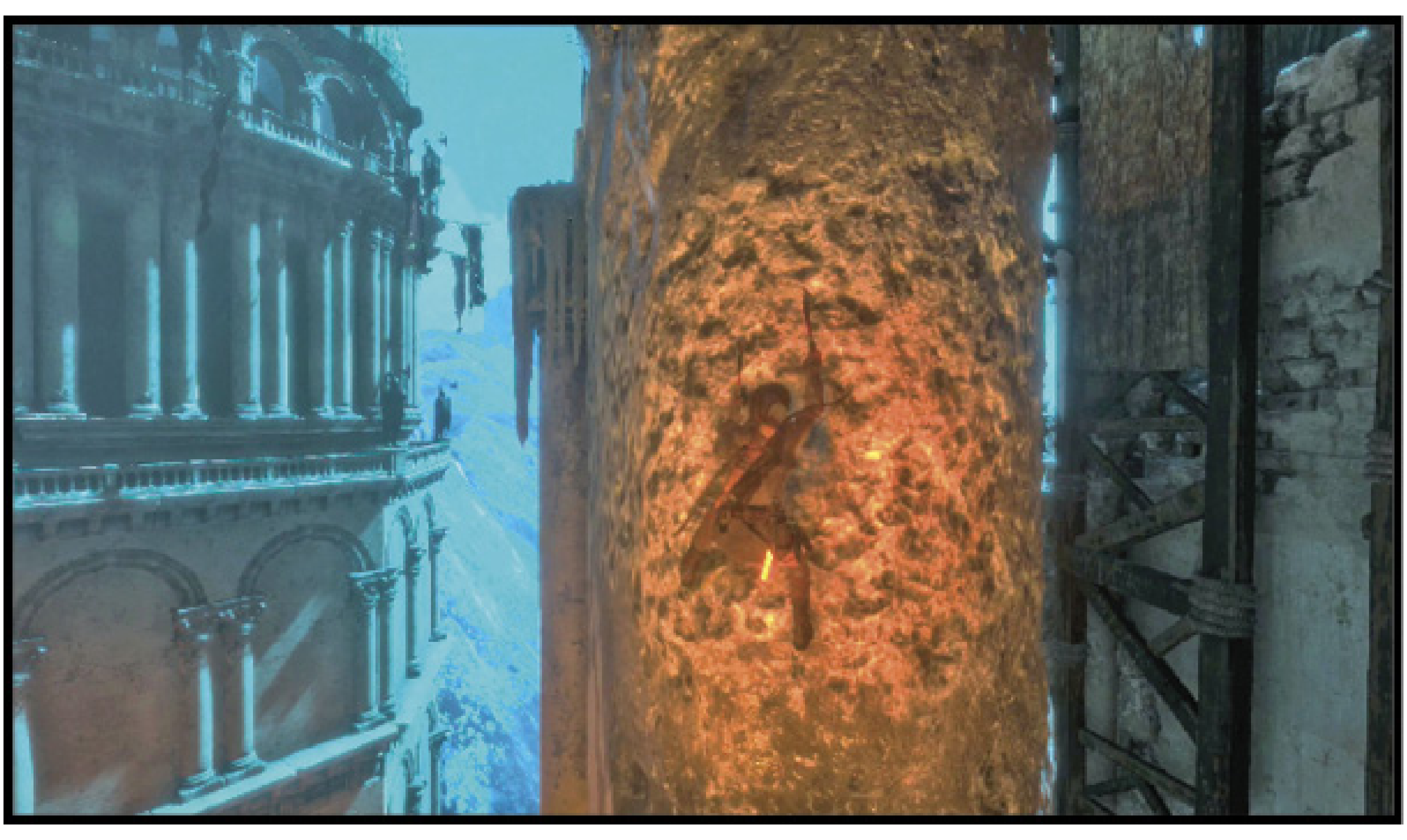
Break camp and use your Climbing Arrows on the walls around the area. You need to have at least one Arrow in the wooden spot beside camp and another on a different wall across the way. Climb your Arrows and pan the camera around until you see a third soft, wooden spot while Lara is standing on top of her Arrow.

Shoot another Climbing Arrow from your current position onto that wall, and then jump over to it.



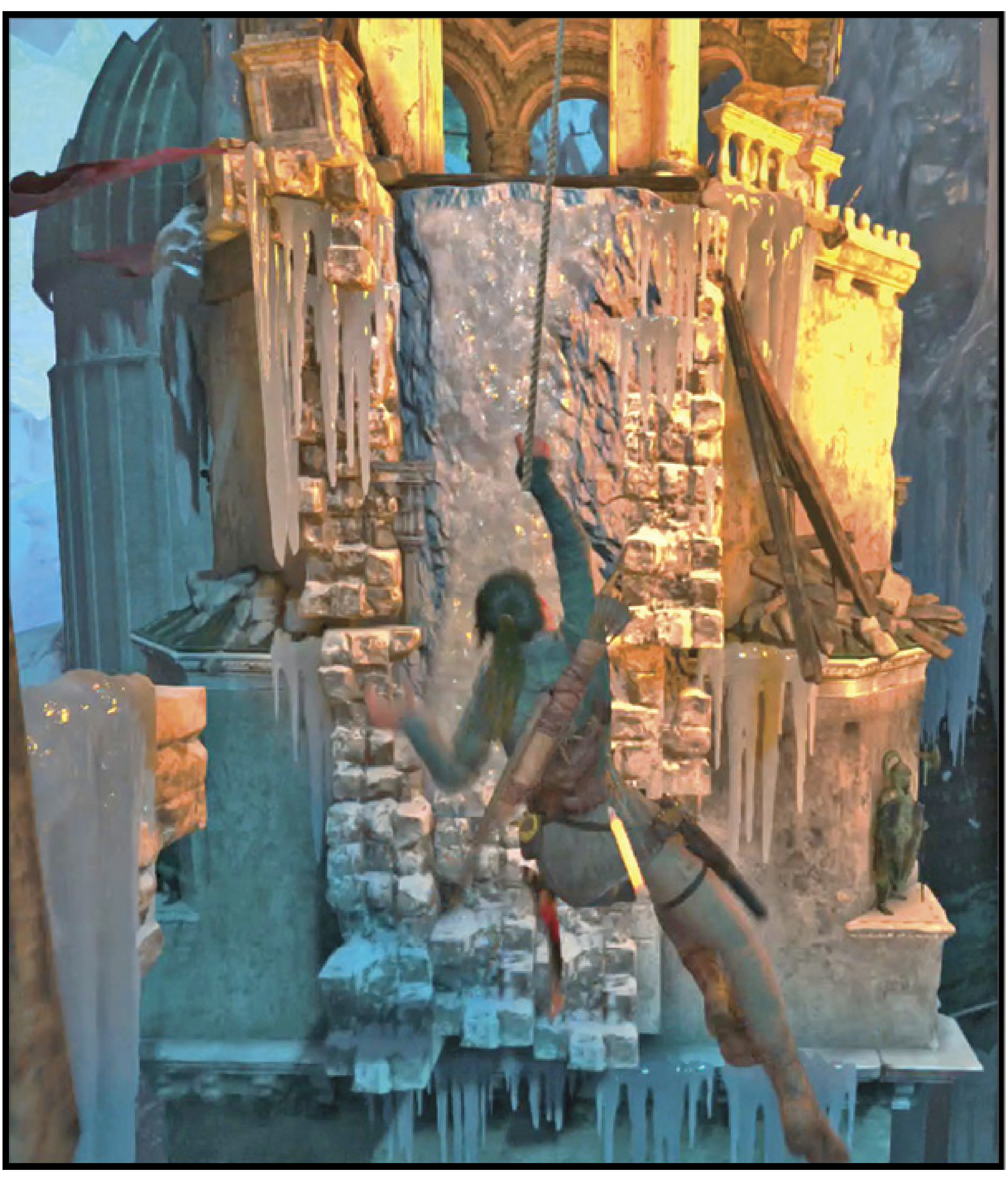
Jump from that Arrow onto a few handholds farther along, and climb to a new platform. Get to the top and use Climb Arrows yet again to Keep ascending. Use your Bow and Rope to swing across the gap above, and climb an ice wall until you reach more handholds. Shift around the left side of the building, and continue your climb.

Grapple across a gap, and then do this a second time as you come into a larger chamber. Lara ends up on a rockface. Grab hold of it with your Axes and shift to the left side of the rocks. Pull yourself up and survey the platform while you get your bearings.



Use more Climbing Arrows to get higher in the room, and leap onto a ledge to Lara's left (as she's standing on her Arrows). Vault toward your objective, use a swinging Rope, and land on an ice wall that gets you almost to the top of the tower.

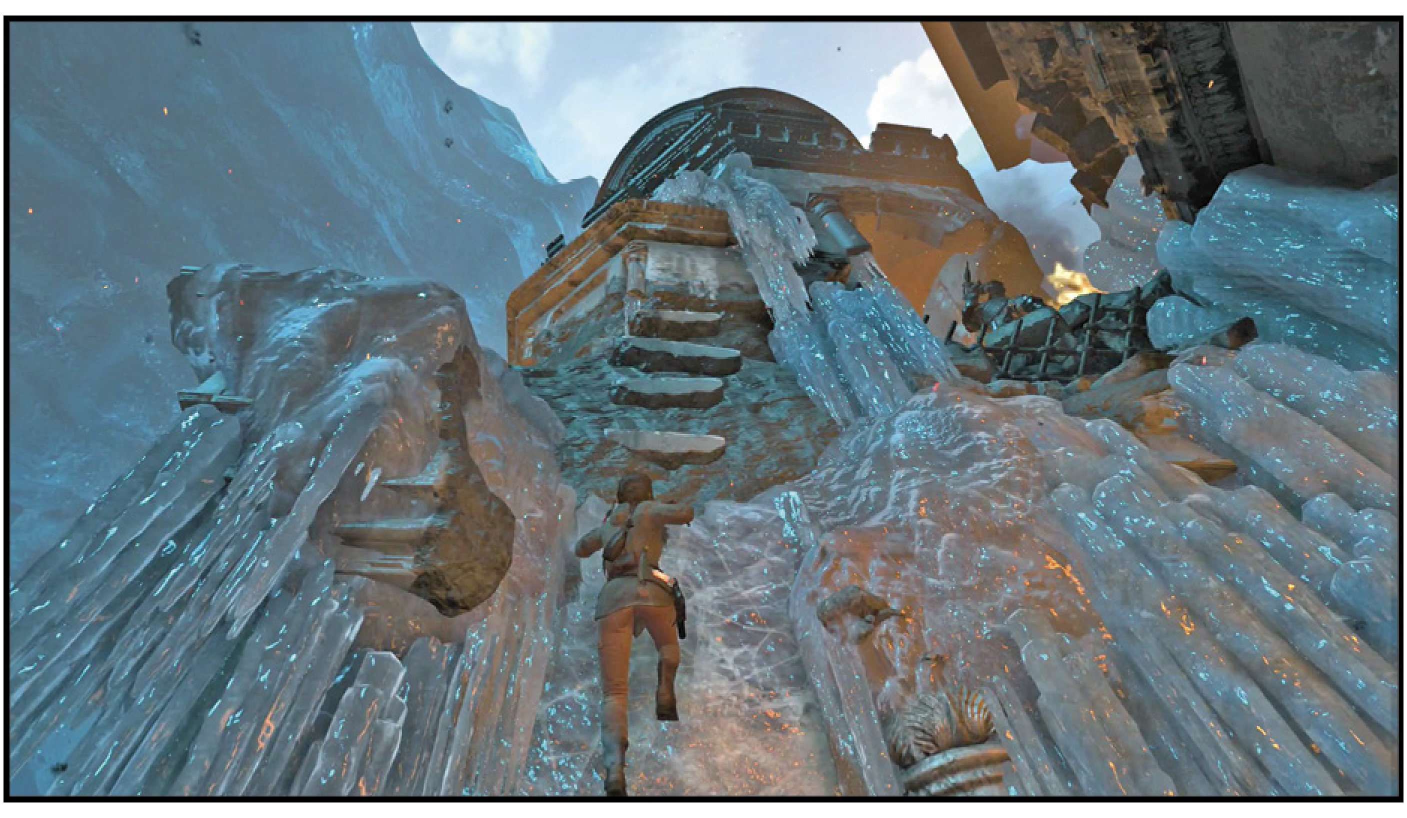
Use Climbing Arrows to get a bit higher on that platform, and grab the handholds at the top. Shift left until you can slip in through a window. Grapple across the next gap, climb the rest of the tower, and stop when you get to the Broken Spire Base Camp!



REACH THE TOP OF THE TOWER

Look for the ice wall that is close to the camp and use that to reach a long series of handholds. Climb as far as you can before siege damage causes the handholds to break away from the building. Jump to the spot to your left to continue up, and watch a scene as Lara gets to the top.

Shimmy along the walkway as you advance. You need to jump over to an ice wall, climb a short distance, and then continue toward the very top of the tower as best you can. More of the ice and stone break away, but you have to hold on.

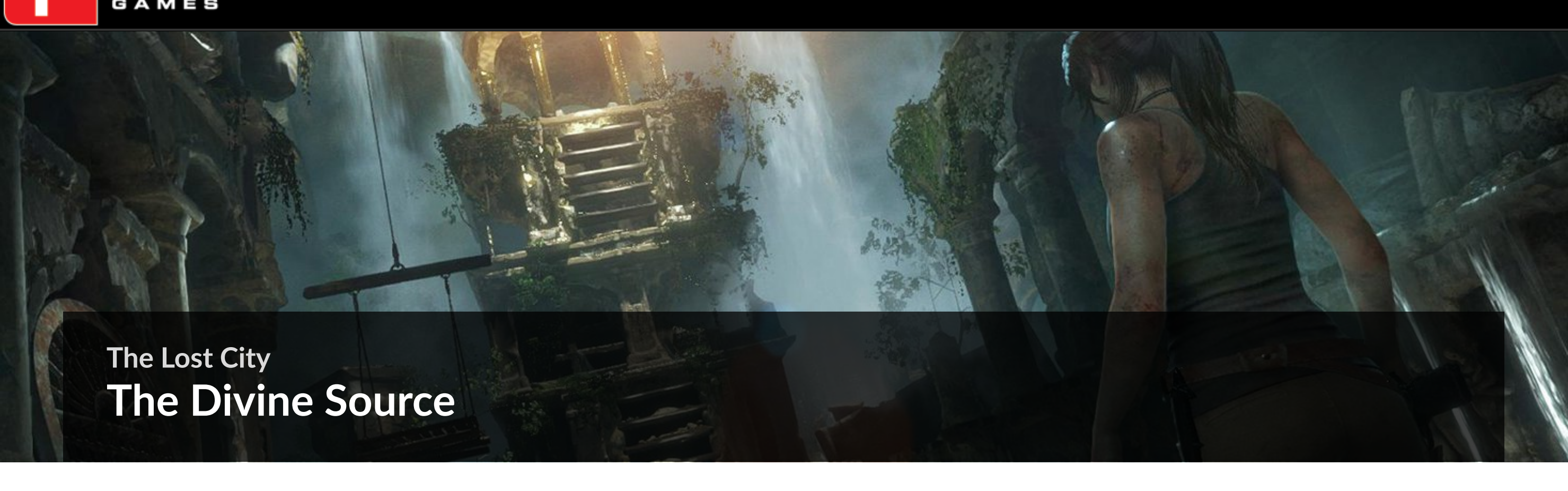


Jump up and climb the remainder of the ice and handholds. To reach the last ledge, jump and use your grapple. Lara is grabbed by one of the Deathless, but gets a hand free to unholster her Pistol. Fire into the guy's face as many times as you can. He'll fall. You'll live.

THEY CALLED HIM STEELSKULL

This tiny encounter is tough on the higher difficulties. The Deathless guy who grabs you can take a fair number of hits, and that means you cannot waste your shots. Aim for his head exclusively, and pause in between attacks to make sure that you're hitting the mark every time. It takes multiple shots to get his helmet off, and at least a couple more to the face before he falls.

Lara gets over the edge in another scene, and you regain control soon after.



The Lost City

The Divine Source

FIGHT YOUR WAY TO THE CHAMBER OF SOULS

The route to the Chamber of Souls is laden with Trinity Soldiers, a few Enforcers, and a Defender here and there. It's all of the toughest things that you've come to expect from Trinity.

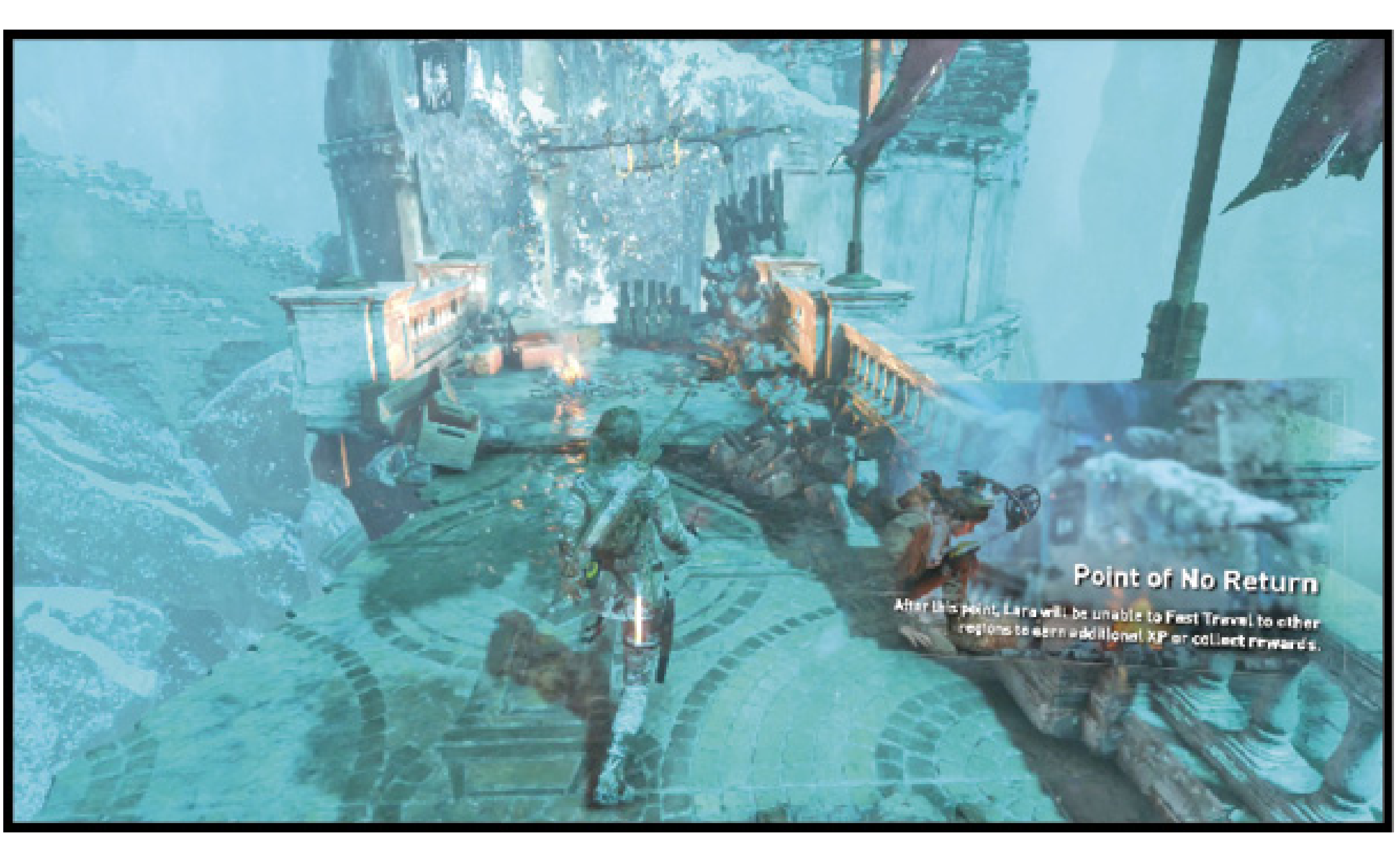
Craft Grenade Arrows to deal with the heavier targets, and use a mix of Rifle and Bow attacks to deal with everyone else. The SMG and Shotgun are both quite wonderful in these fights. Nothing is at especially long range. Make sure to save your Poison Arrows as best you can. They are amazing in the final engagement, and you don't want to run out of them here.

Enemy damage output is extremely high. Use cover and heal often if you're taking any damage at all. There are several containers of crafting items on the way, so you get to stock back up on your supplies periodically.

There aren't any new types of enemies to defeat, so you should be familiar with the tactics by now. This is tough fighting, but it's something you're ready to beat.

SO MANY GRENADES

On Survivor Difficulty, enemies don't let you have a moment's peace. Use your best long-range weapons to kill the targets in back as soon as possible. They are the guys who throw grenade after grenade at you, forcing Lara into the open time and time again. Set them alight with Fire Arrows and shoot the idiots while they dance around. This way you won't have to expend valuable Grenades or Poison Arrows.


Point of No Return
After this point, Lara will be unable to Fast Travel to other regions to earn additional XP or collect rewards.

Take a more serious pause when you reach the Final Precipice Base Camp.

POINT OF NO RETURN

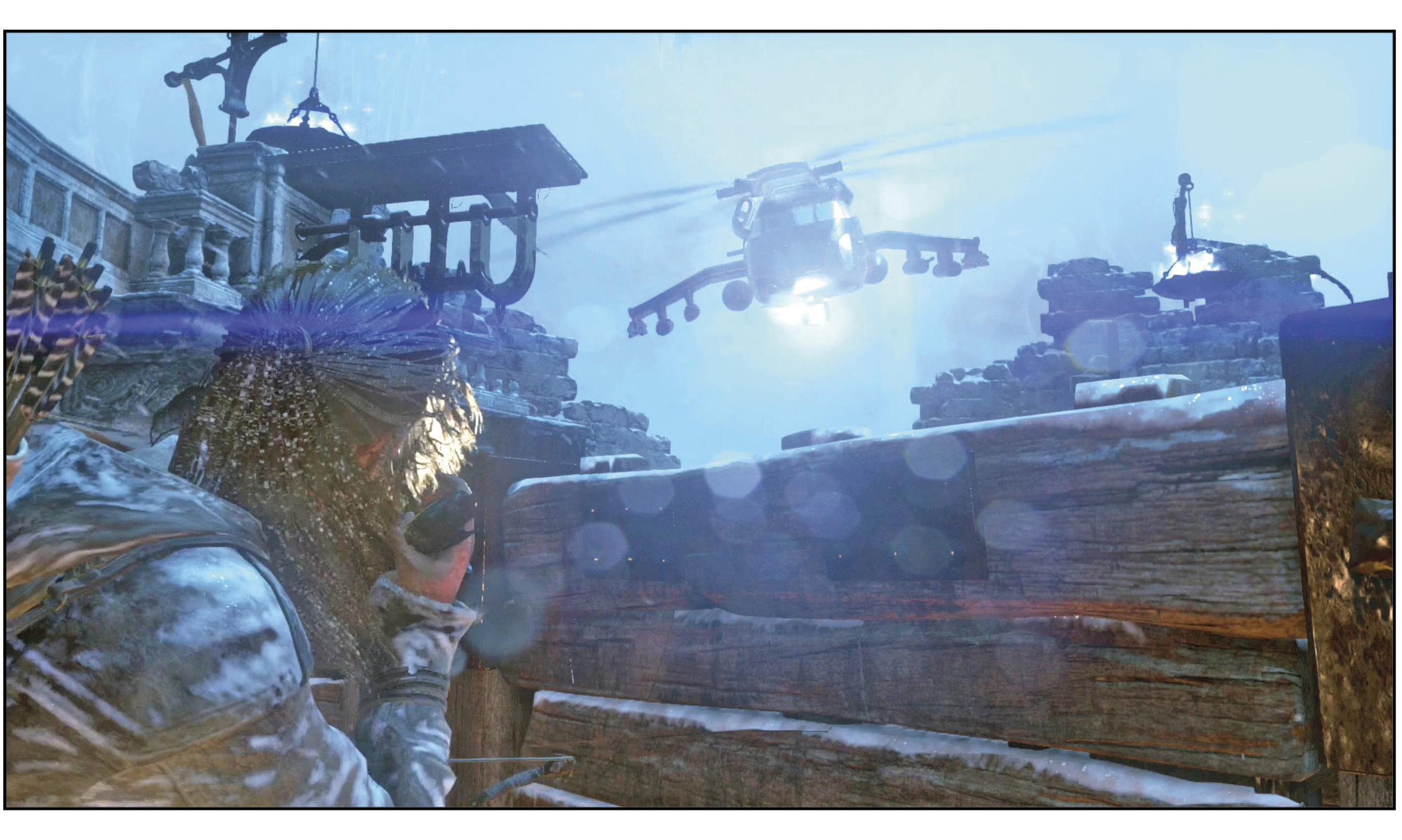
This Base Camp offers you the last chance to go back to previous maps, hunt for treasure, gain experience, and so forth. Only proceed if you're ready to finish the main story and win the game! Gather a full set of supplies for Poison and Grenade Arrows, craft some better ammo for your guns, and find a full set of Herbs and Cloth. All are quite useful in the climax.

We don't want to spoil anything, but you should know that it is possible for Lara to come back and collect items after the end of the game. This won't be the end of your save file or anything like that. You can go for 100% completion now or later. It's just that you won't be able to Fast Travel again until after the final sequences of the story are over.

We suggest that you switch to the SMG before you leave Base Camp. It helps for destroying flying boulders in the next battle, though anything except the Bolt Action Rifle does just fine.

There are three more events leading through the climax of the game. This first one is by far the toughest of the trio. Climb to the platform ahead and get to cover as soon as you reach the top. Your battle here is against alternating attacks from a helicopter and then Trinity troops.

Many of your attacks don't damage the chopper, so you have to use the heaviest things you have. Craft Grenade Arrows and use those against the helicopter as often as you can fire them. There are additional Arrows and munitions on the ground, on all floors of the combat area. Each time you hit the chopper with an explosive, it pauses midflight. Use a second Grenade Arrow immediately afterward when it's most likely to hit!



The Interact button lights up from time to time. That lets you know that a trebuchet attack is ready. Make sure that Lara has a clean view of the sky and the helicopter, and then call in the siege attack. The rock itself misses pretty much every time (no one can aim a trebuchet at a flying helicopter). However, a successful shot from any weapon can detonate the flying rock and destroy it. This sprays fire and debris all over the helicopter, doing severe damage.

Can you win this fight without using the siege attacks? Yes. All damage done by your Grenade Arrows counts against the chopper's total structural integrity. But using the trebuchet attacks makes this a faster fight (and that's a very good thing for your chance of survival).

SAFETY IS A VALUABLE ASSET

Light cover doesn't do much to stop the helicopter's guns, so dash from cover and use the larger stone walls at the edges of the area to protect yourself. Run to the stairs along the outer perimeter, and then slip back into the platform when the chopper flies around to get a new angle of attack on you.

After the helicopter takes some heavy damage, it flies away for a minute or so. Trinity Soldiers attack the platform. The Trinity attacks are similar to what you're used to. In this case, the best trick is to heal constantly, switch between the middle and lower levels to break line of sight, and to use short-range attacks after drawing excess targets over to your position. Hide behind the walls, ambush the Soldiers when they follow, and then switch to long-range weapons as you pop out to kill off ranged enemies. You can even throw enemies off of the ledge using melee attacks or Shotgun blasts.

Eventually, Deathless attack as well. They're most focused on the Trinity Soldiers, so it's almost a respite to have the Deathless appear. Let them kill Trinity people, but ambush the Deathless when you can so that you can loot their bodies and resupply yourself before they have a chance to turn on you!

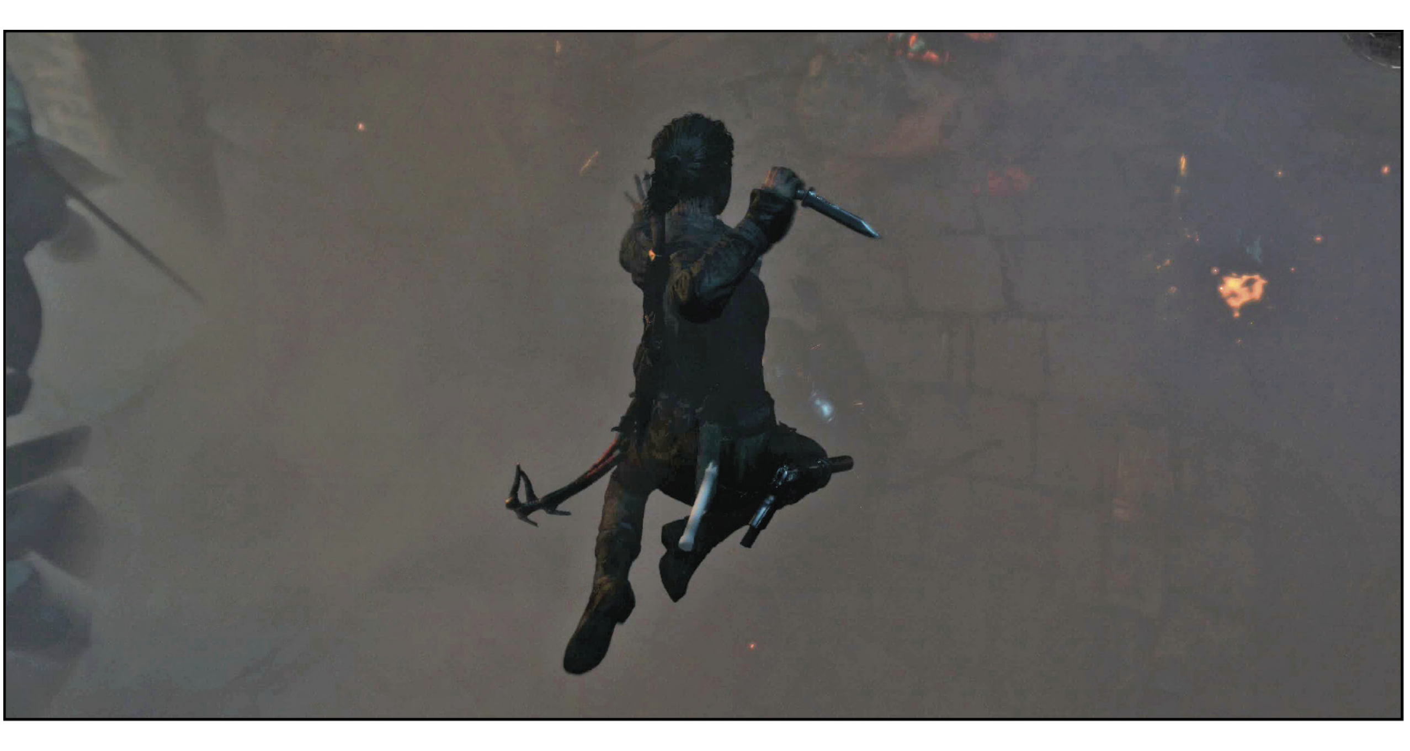
The chopper flies back in to attack when the Soldiers start to die off. Resume your attack on the aircraft. It takes extremely heavy damage to bring the target down, so never try to simply trade blows with it and hope for the best. Use the bigger walls for cover, craft Grenade Arrows when you're safe, and sprint to better cover as soon as the gunship gets a bead on you.

Always heal on the run if you're taking damage. You won't need to heal many times after this fight ends, so spend your items like there's no tomorrow. There are three rounds against the helicopter and two waves of troops in between. Keep searching for Explosive Arrows against the walls of the platforms so that you don't run out of them.

As soon as the chopper takes enough hits, a scene plays and you escape from the battle. The helicopter is down and out, but there are still more enemies to defeat.

DEFEAT THE DEATHLESS

Lara gets to proceed into the room below the Chamber of Souls, but there are already quite a few Deathless inside. You begin on top of a pillar. The Deathless are below, and they don't know where you are. Be patient. You can kill the entire first wave without starting a fight. Wait for the solo patroller to go behind your pillar. He is isolated and you should be able to kill him quietly, as long as you've taken some decent stealth skills. When he's dead, sneak around the room and kill the other three wanderers. Their buddies break into the room when you're done, but at least you've already finished off a third of your enemies.



You face Archers and Guards. Their numbers are the biggest threat, so it's essential to attack quickly and relentlessly. Take out people in groups with special Arrows, and use melee chains to kill stragglers that get close to you. You don't need any weapons or ammo for the very final engagement of the game, so this is the last time anything is useful to you in the main story. Spend everything you have. Poison Arrows kill the heavier Deathless in droves. Any leftover Grenade Arrows wound or kill groups and are best shot at Archers.

It takes a few minutes to win the day, but you're on even footing with your opponents now. Sprint behind cover to get time to heal whenever you need it, and use close quarters weapons if anyone makes it over to you. You never get much time to aim, so Shotgun attacks are very good for getting pursuers off your tail.

21
HOLD LB HEAL
Healing uses both herb and cloth resources

Kill all of the Deathless and wait for a new scene to begin.

SURVIVE YOUR CONFRONTATION WITH KONSTANTIN

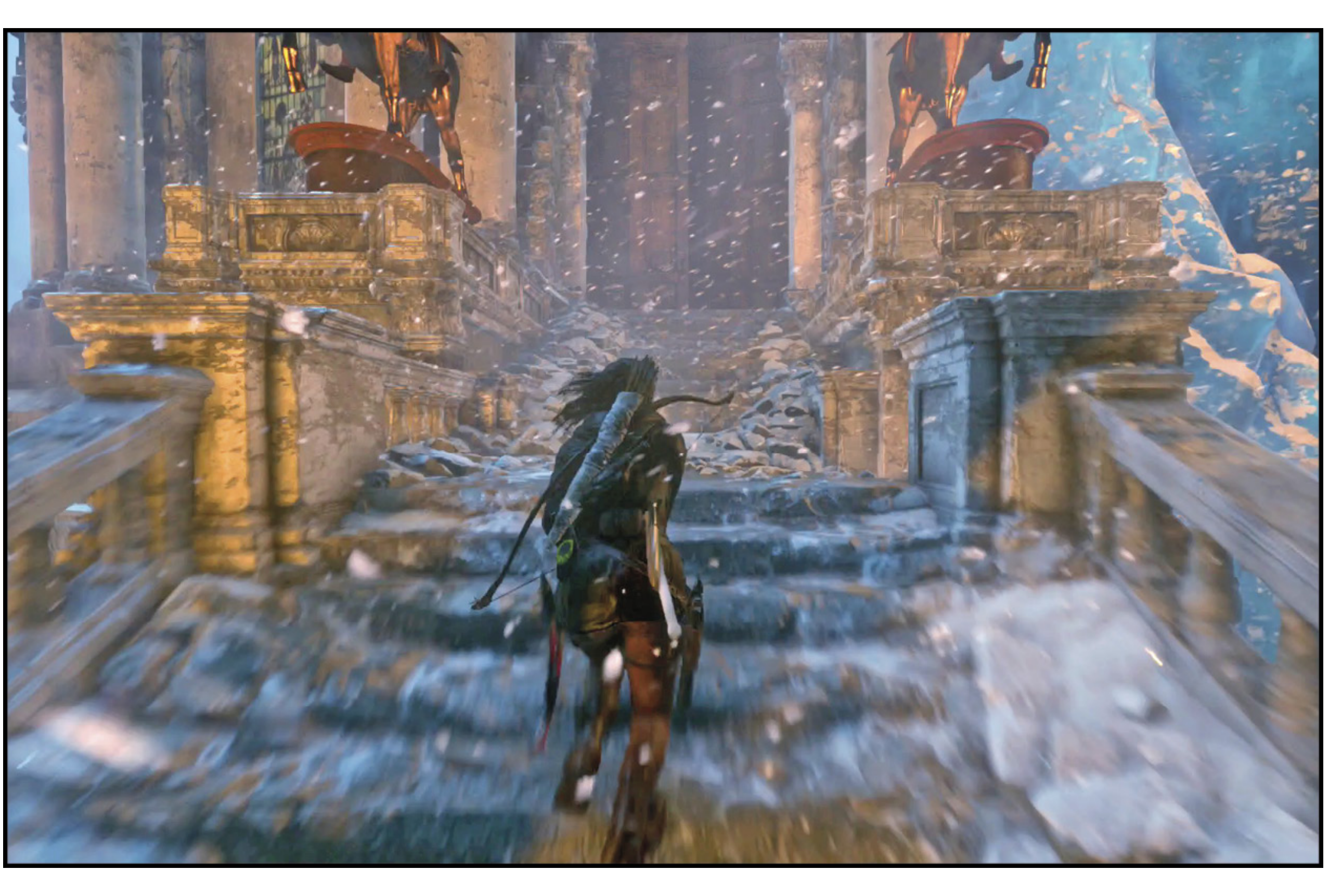
Konstantin wasn't going to give up just because he lost his chopper. He's made his way here to go after you. Lara loses all of her weapons at the beginning of the final battle.

You don't have anything to fall back on, so run immediately behind one of the pillars in the Chamber of Souls. Climb up to the top of that pillar, pick up a Can, and wait for Konstantin to approach. Use a Death From Above attack to gravely injure him, and then flee as he sprays the entire area down with gunfire and grenades.

Craft a Shrapnel Grenade with your Can, or grab another one from the floor (they are scattered here and there by the damaged piece of stonework). Don't try to use Survival Instincts; they don't work right now.

Stay mobile and craft your Shrapnel Grenade on the run. Hide around the next large block you find. Toss the Grenade at Konstantin's feet when he approaches for the kill, and sprint up to him while he's stunned by the blast.

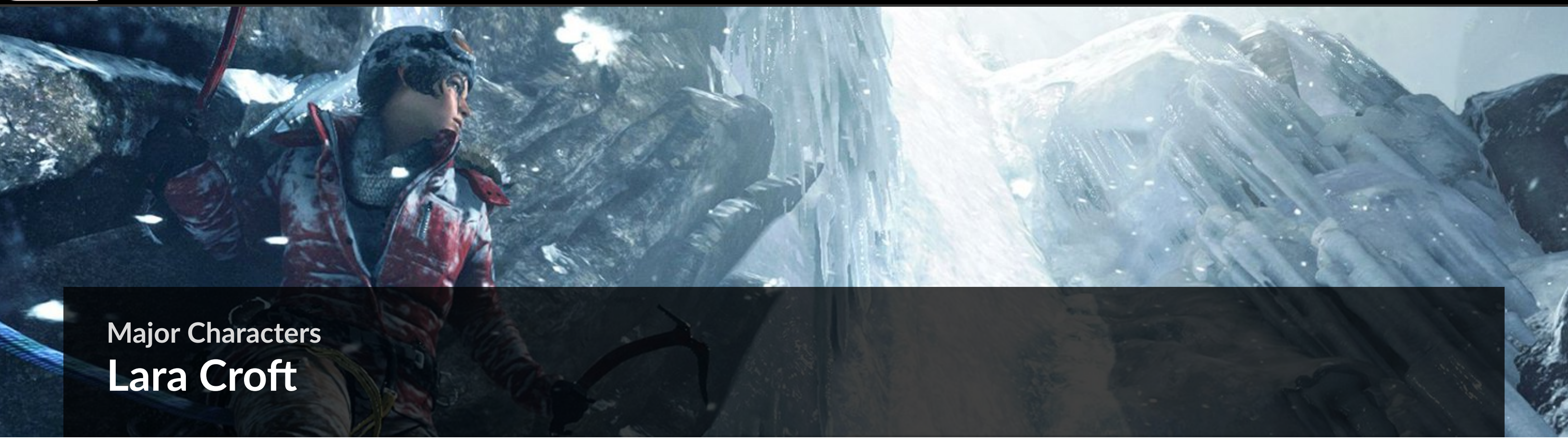
Launch a melee attack at Konstantin while he's distracted, and watch the scene that unfolds. When he counterattacks, press the indicated button to dodge, and then time a counterattack to deliver the mortal strike.



We won't tell you what to do after this point. You've beaten the fights, and now it's about what you still need to see. At the end of it all, Lara can travel throughout the region and gather secrets or help her allies.

If you are wondering, there is a choice you get to make after beating Konstantin. There are minor differences in what happens based on what you choose. You can walk away or choose a more aggressive solution. It's always good to have options.

Anyway, with that done you've beaten the game. Watch the last scenes, enjoy yourself, and Continue with your save file if you'd like to return to the world and collect more goodies (or score a few more Achievements)!



Major Characters

Lara Croft

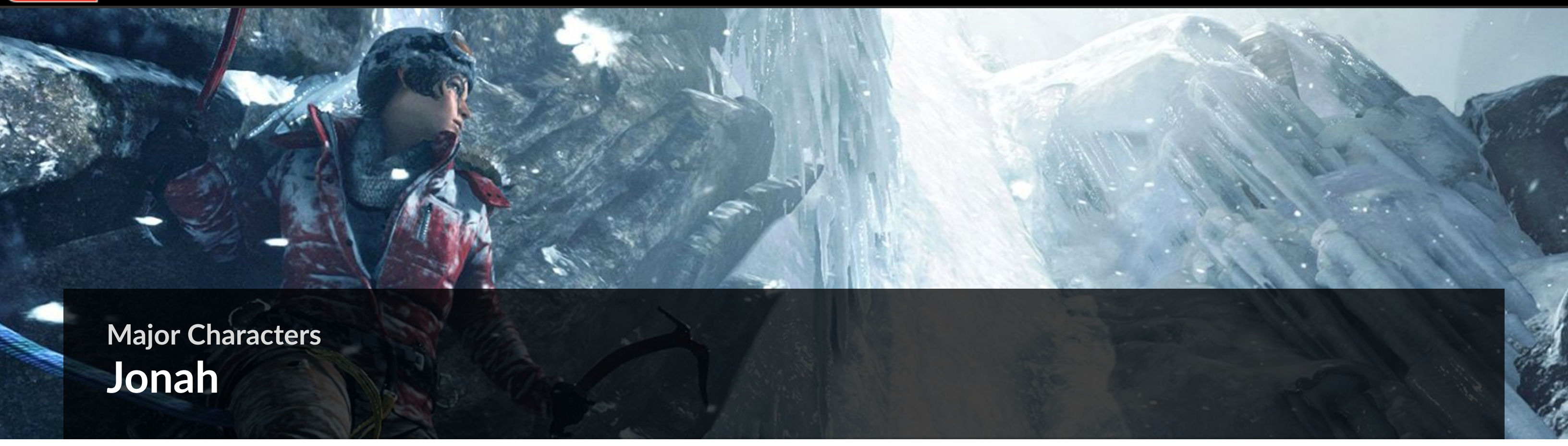
Age: 20s

Occupation: Explorer and Archaeologist

Lara Croft is rightfully called an archeologist and an explorer, but she has also proven herself to be a survivor, first and foremost. Well educated in England, she was still not prepared when she came into the Dragon's Triangle aboard a ship called the *Endurance*. The area had a reputation for extremely violent storms, and the *Endurance* crashed on an island called Yamatai. There, Lara had to hunt, survive the elements, and even kill. The experience hardened her, but it also left her with many questions.

Lara's father, Lord Richard James Croft, was also an archeologist. He was discredited in academia for his wild theories, but Lara's time on Yamatai gave her insight into her father's pursuits. She too has been ignored and discredited, but she needs to know who's behind these attacks and why they're coming after her.

The answers she seeks are hidden in a lost city known as Kitezh, somewhere in the Siberian wilderness.



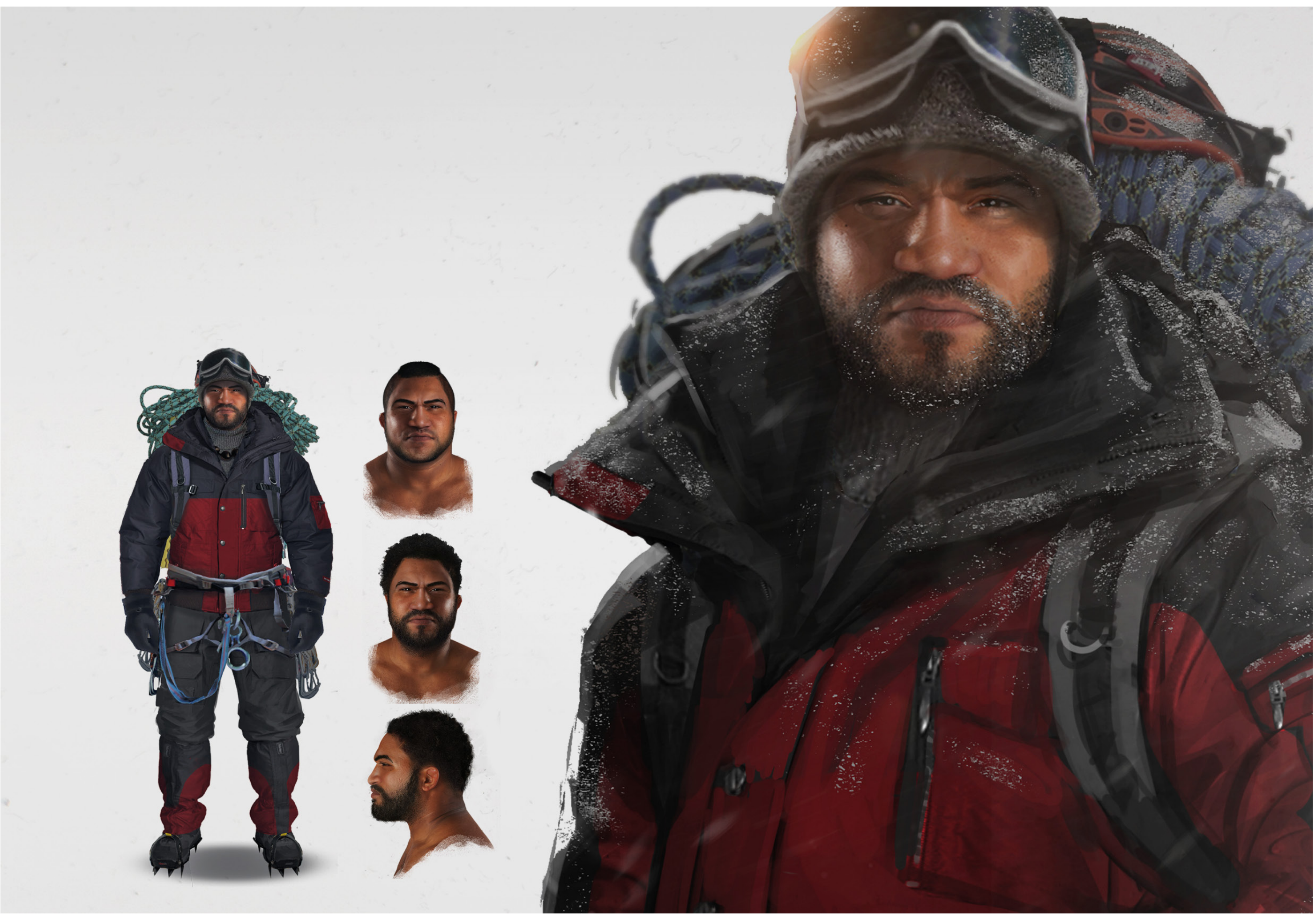
Jonah

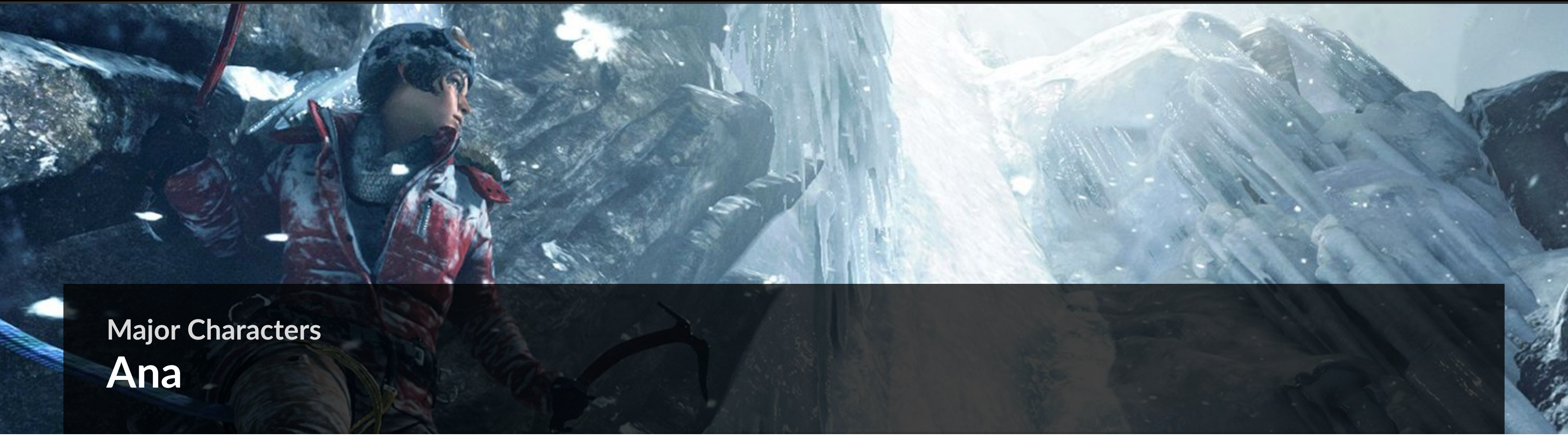
Age: Mid 30s

Occupation: Former Cook

Jonah was born in New Zealand, though he was raised in Hawaii by his grandmother. He spent time in the New Zealand military, and that's why he's a very tough fellow when he has to be. He was discharged after being wounded in the line of service but still leads a very active life.

Jonah took a position aboard the *Endurance*, acting as both first mate and cook. The crash of the *Endurance* and the incidents that followed were harrowing for everyone aboard the vessel, though Jonah came through that nightmare far better than most. He's still close with Lara and is more than willing to accompany her as she tries to figure out the deeper meaning of what she saw in the Dragon's Triangle.





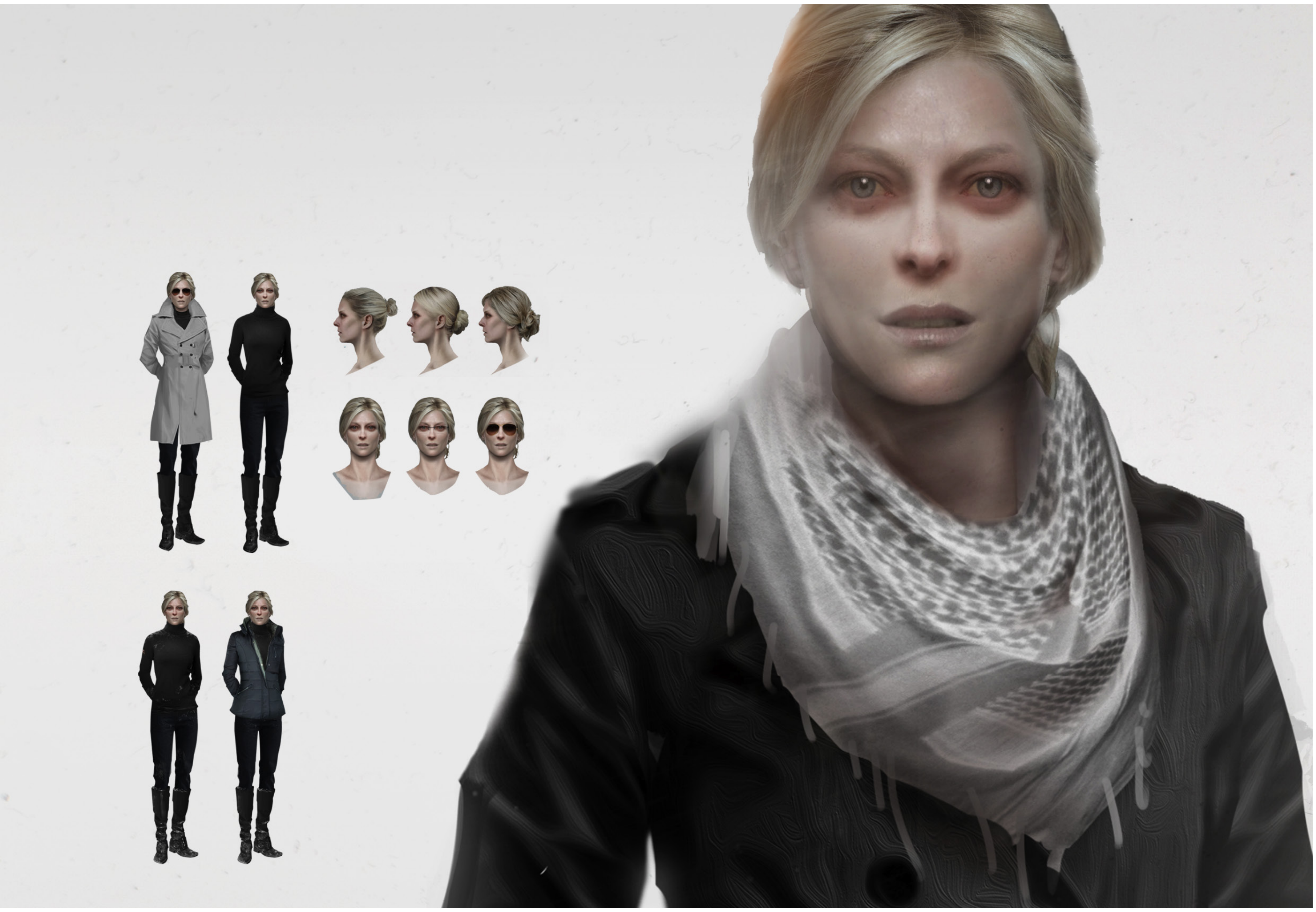
Major Characters

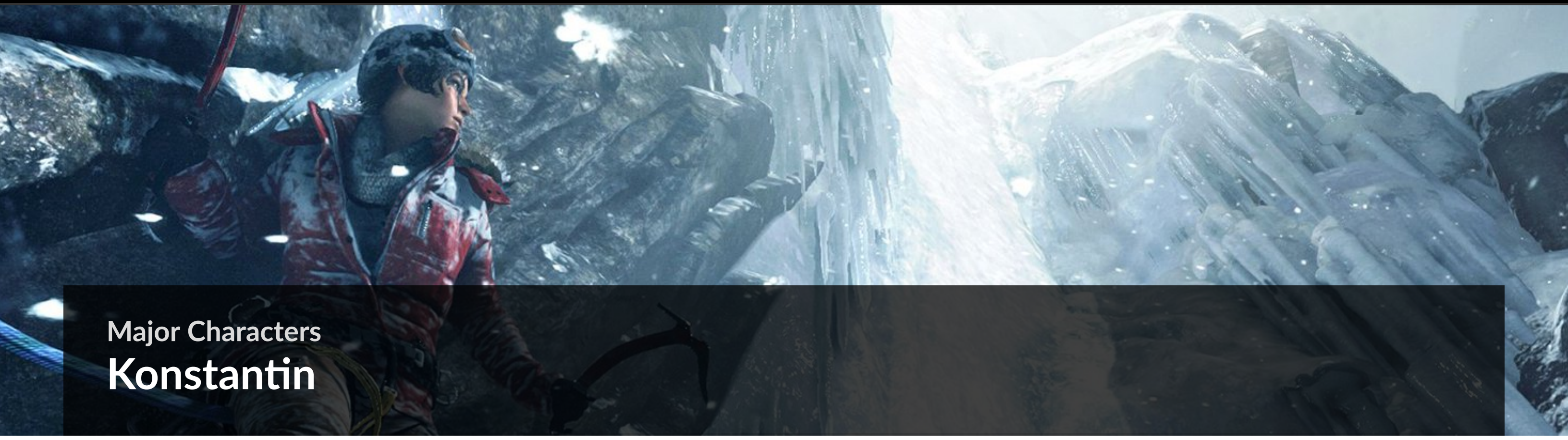
Ana

Age: 40s

Occupation: Independently Wealthy

Ana Croft is Lara's stepmother. She was widowed when Lord Croft took his own life and has remained a very important figure in Lara's life. Though still young, her health has been troubled lately.





Major Characters

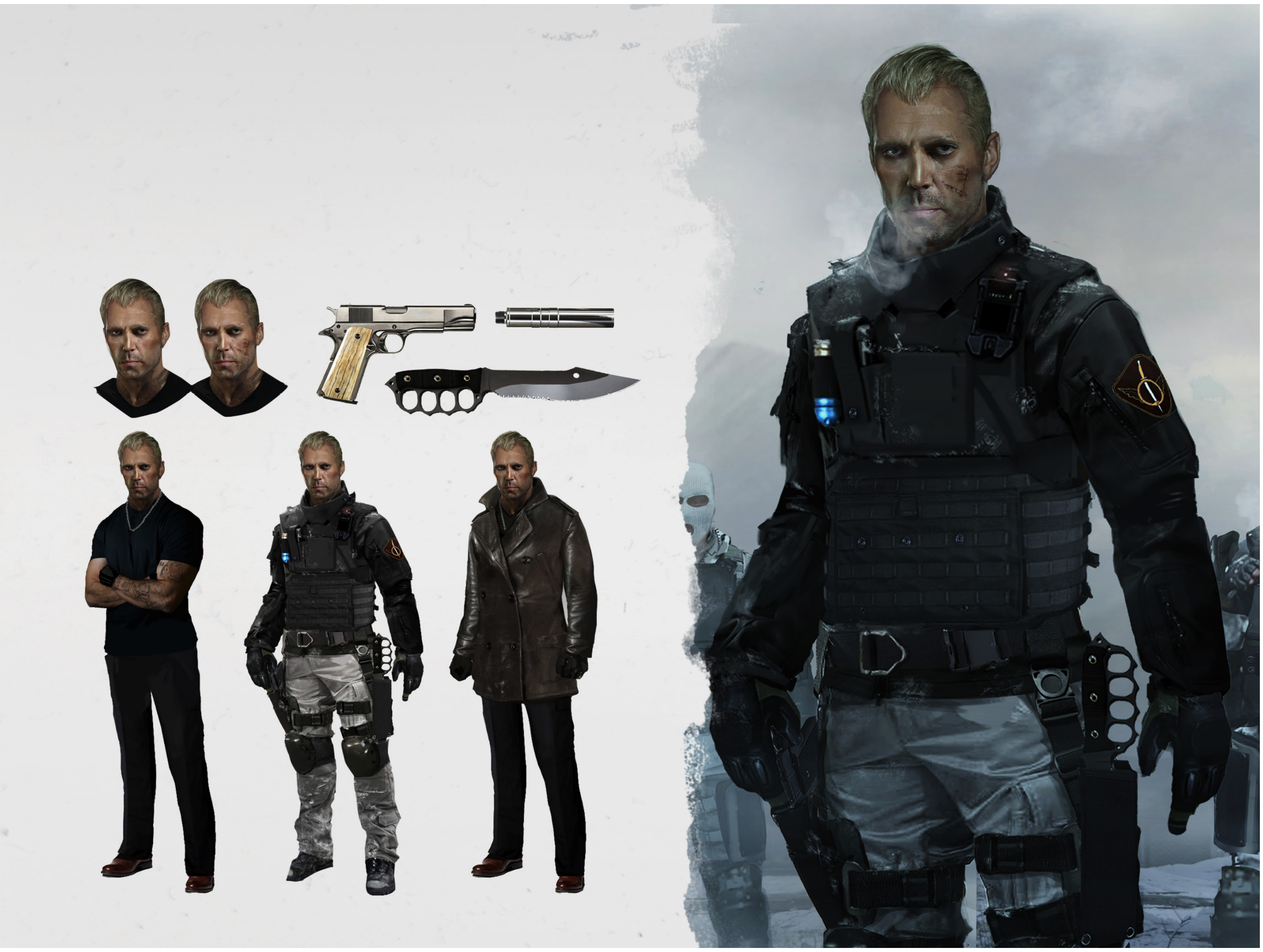
Konstantin

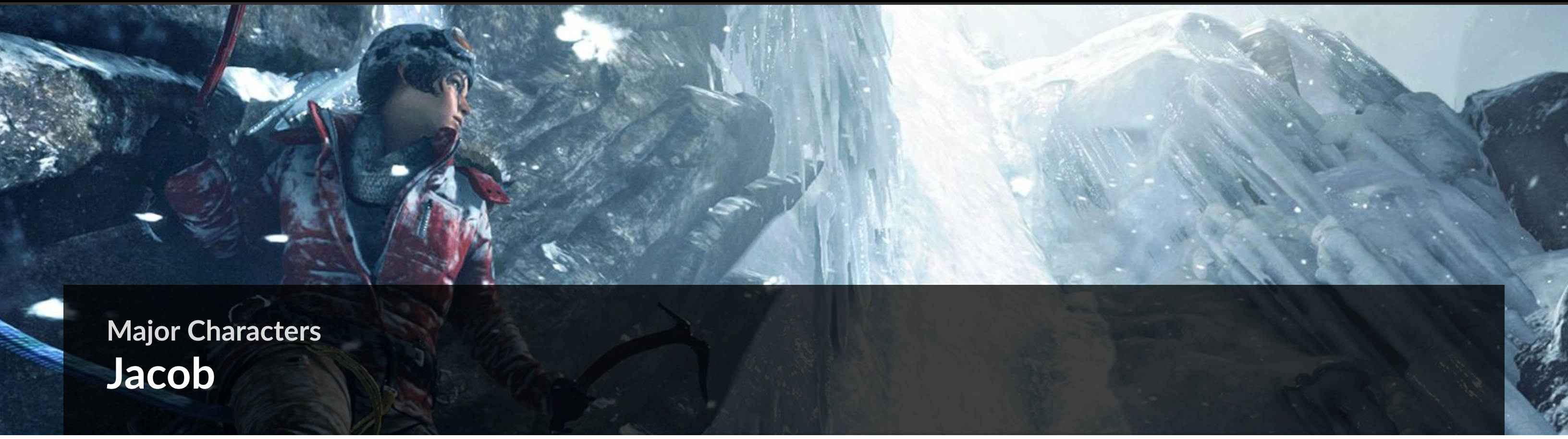
Age: 40s

Occupation: Trinity Agent

Konstantin is a powerful leader within Trinity. This covert organization seeks to uncover potent relics and destroy anyone who gets in their way. It is likely that they acted to cover up everything that happened to Lara during the Yamatai incident, and they might still be watching her even now.

Konstantin, being one of their best agents, is being sent to Syria and Siberia. It seems unavoidable that he and Lara will meet.





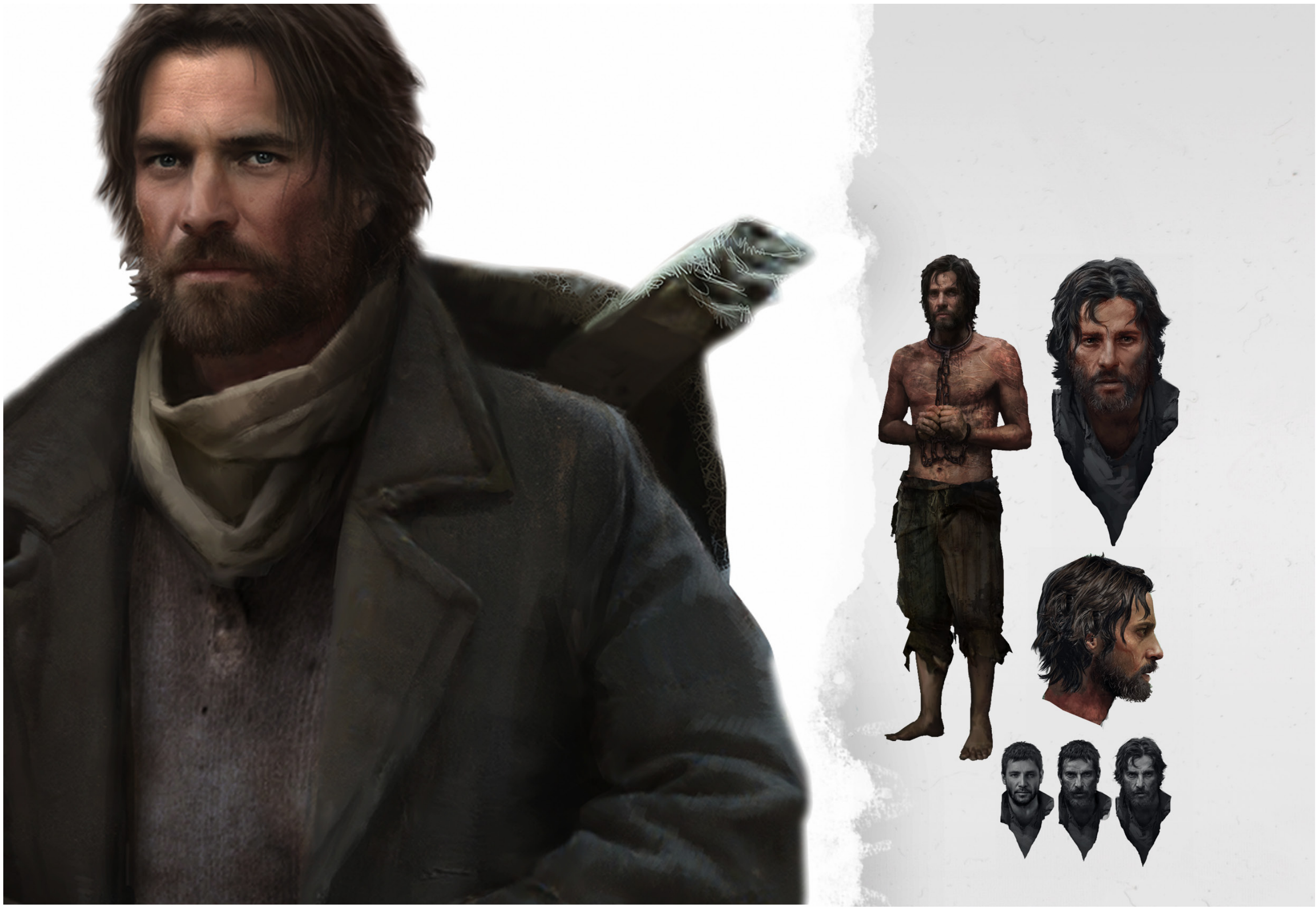
Major Characters

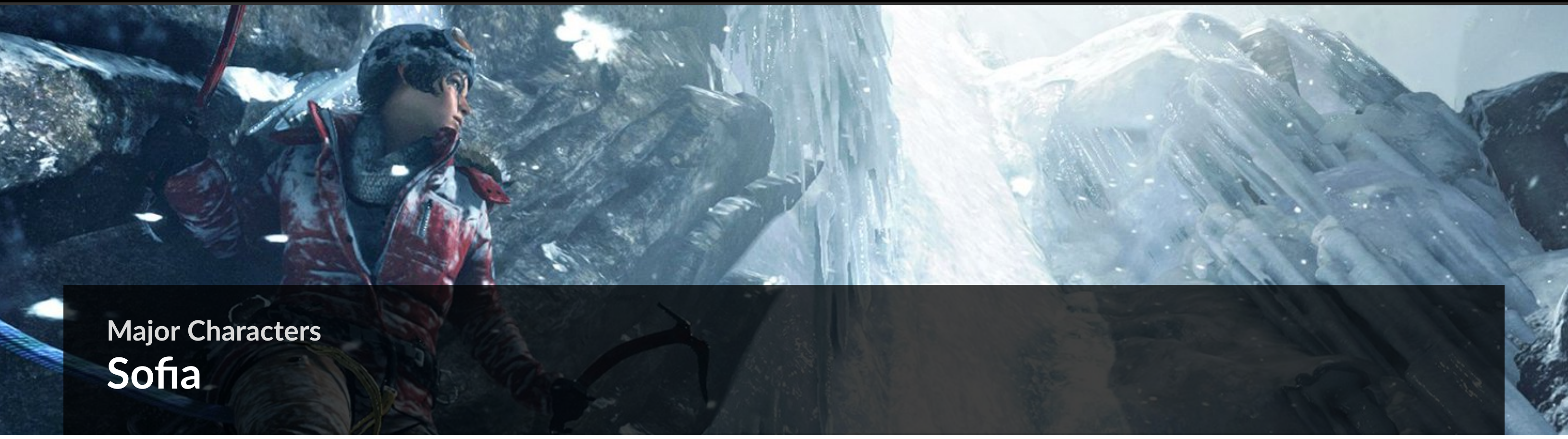
Jacob

Age: Unknown

Occupation: Remnant

The Remnants are a lost group of people who survive deep within the Siberian wilderness. Little is known about them, Jacob is an important member of their community.





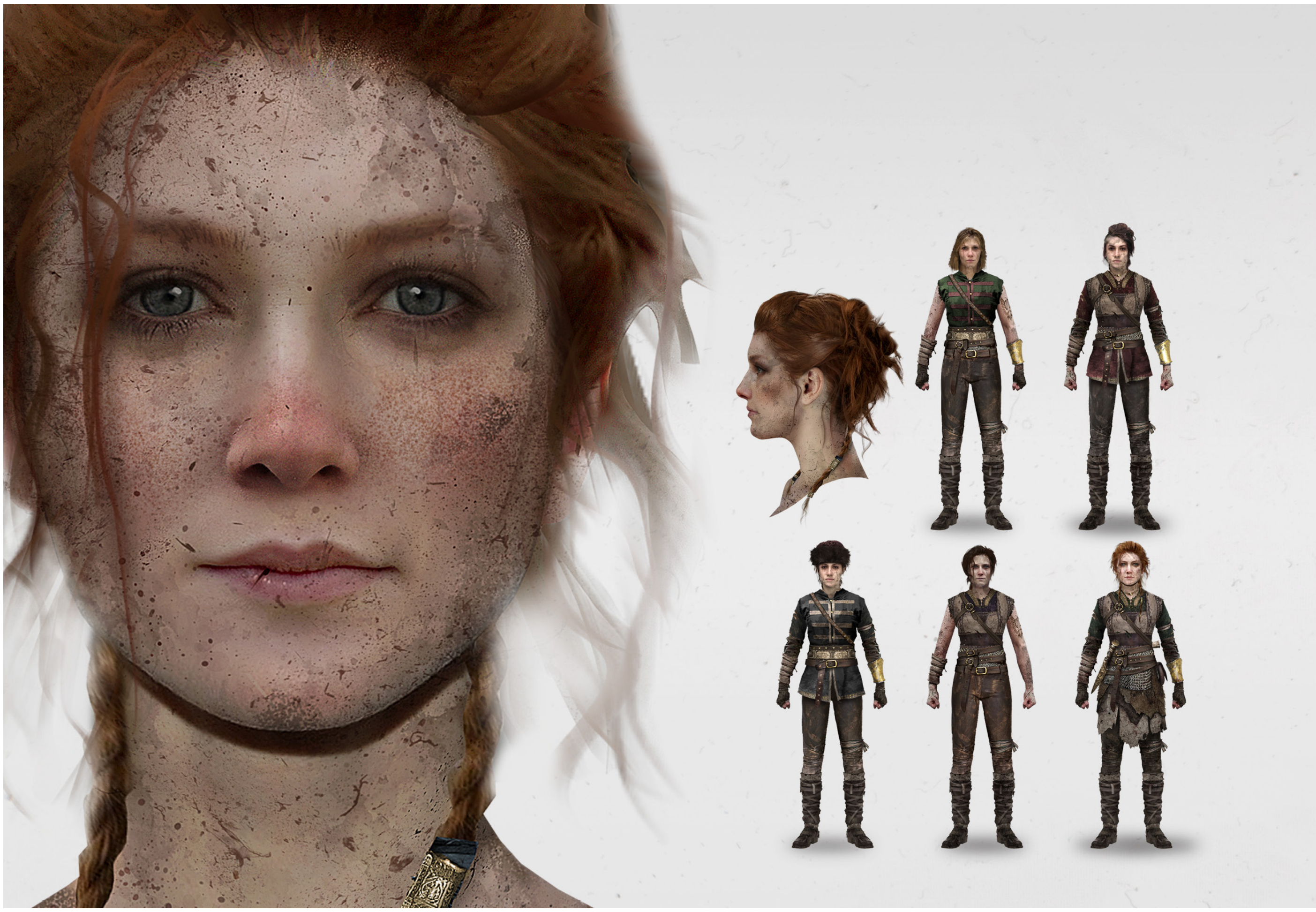
Major Characters

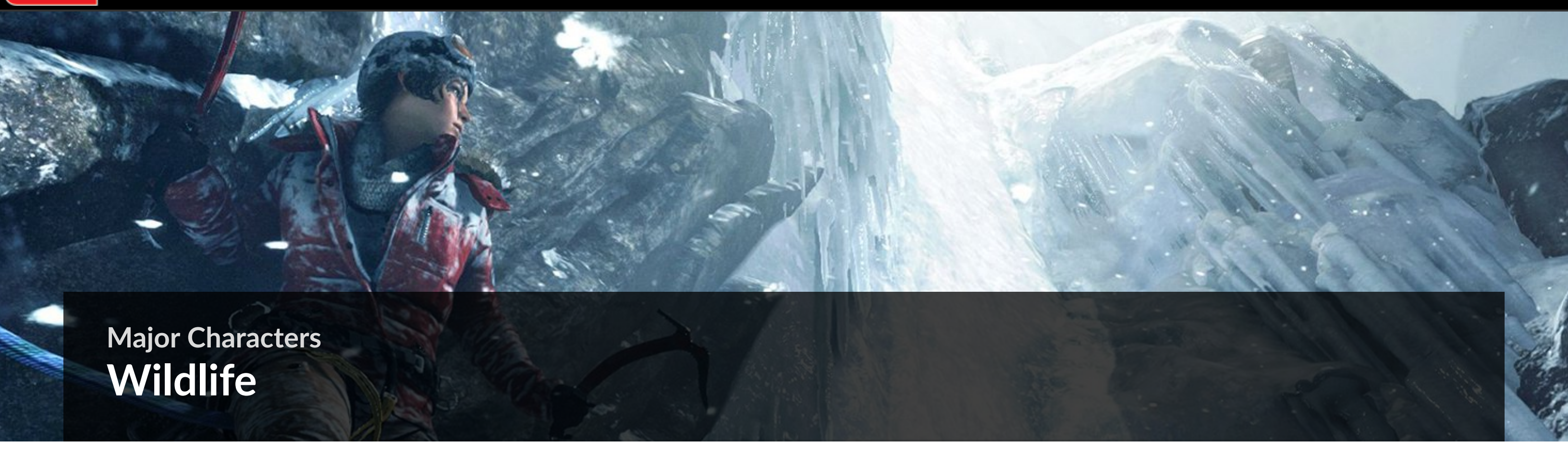
Sofia

Age: Unknown

Occupation: Remnant

Sofia is a young woman who fights to protect the Remnant people from any foreign invaders. With Trinity coming into the area, it's likely that she'll have plenty of work to do.





Wildlife

Most wildlife in this game isn't a threat to Lara. She can hunt them for Hides and Feathers and then use these items to improve her equipment. However, a few of the animals in the wilderness are aggressive, so it's useful to learn more about them!

All animals show up when you use your Survival Instincts, and there are special skills that make it even easier to track and kill these targets. You can loot the bodies of larger wildlife even if they were killed by heavier weapons, so you don't always need to rely on your Bow. That said, the Bow is deadly, quiet, and does high damage. It's a very good hunting weapon.

Rabbits, wolves, and boars have exotic versions which always yield exotic resources. While it is possible to get exotic resources from the regular variety of animals, the chance is very low.

RABBITS

Skin Them For: Hides

These common animals are seen all over Siberia. A single shot with any weapon can kill them, and a lucky melee strike even succeeds from time to time.

DEER

Skin Them For: Hides and Antlers (Requires Exotic Deer)

Deer are very common too, though only rare members of their herds have Antlers that you can loot. Because Deer are larger, you might not score a one-shot kill unless you hit them in the head or heart. Move quietly, use concealment, and choose weapons that deal high damage per shot to kill Deer.

BIRDS

Skin Them For: Feathers

Birds have Feathers and don't take any major damage to kill. They're hard targets to hit, so fast weapons or weapons with some spread work well for killing them.

RATS

Skin Them For: Nothing

Rats have nothing to give you (beyond a little XP). They're rats.

BOARS

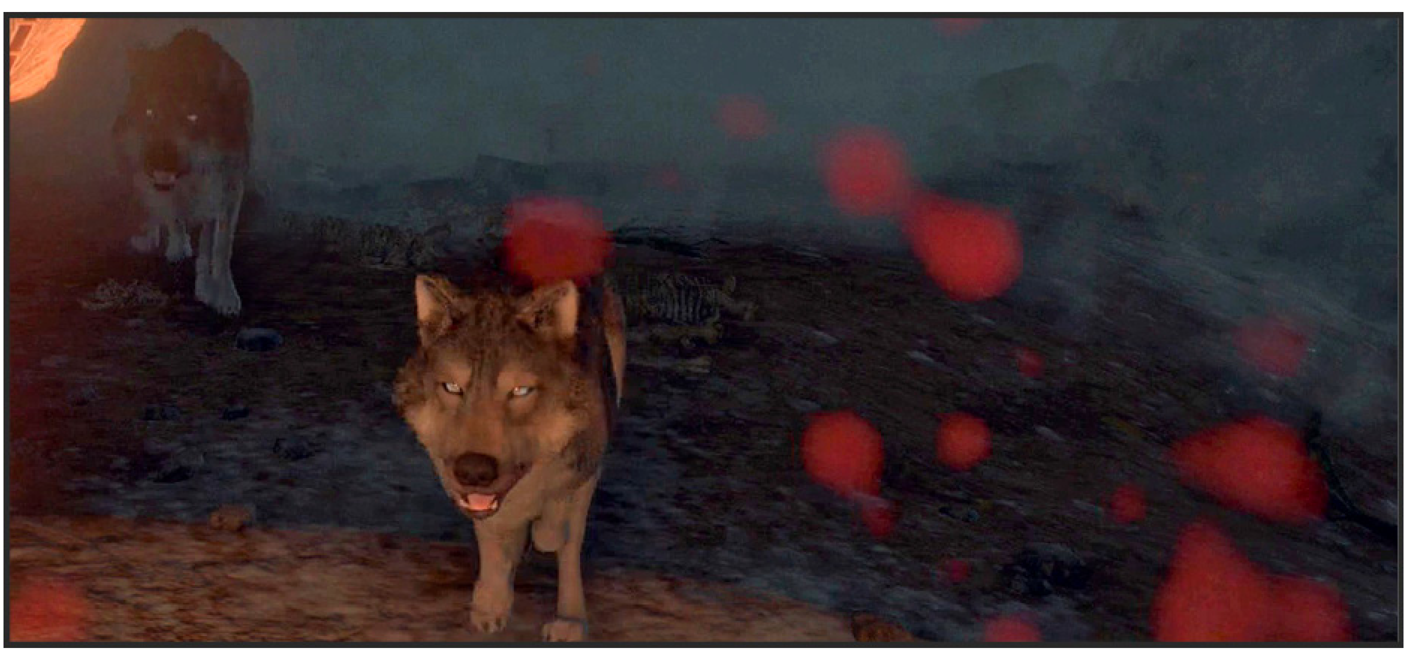
Skin Them For: Hides and Fat

Boars aren't seen as often as many of the other animals. They're easiest to find in The Lost City and in Geothermal Valley. They sometimes take multiple hits to kill, so try to aim for their heads or hearts.

WOLVES

Skin Them For: Hides and Exotic Hides

Wolf packs are amazingly good for getting a supply of Hides. The only downside of wolf hunting is that there are often quite a few wolves ready to fight you, and they're tough. Explosives and fast weapons are both useful for killing wolf packs. Look for these enemies in caves, and listen for their howls when you're out hunting. If they get close, maybe you've mistaken who is the hunter and who is the prey.



HUNTING CATS

Skin Them For: Exotic Hides

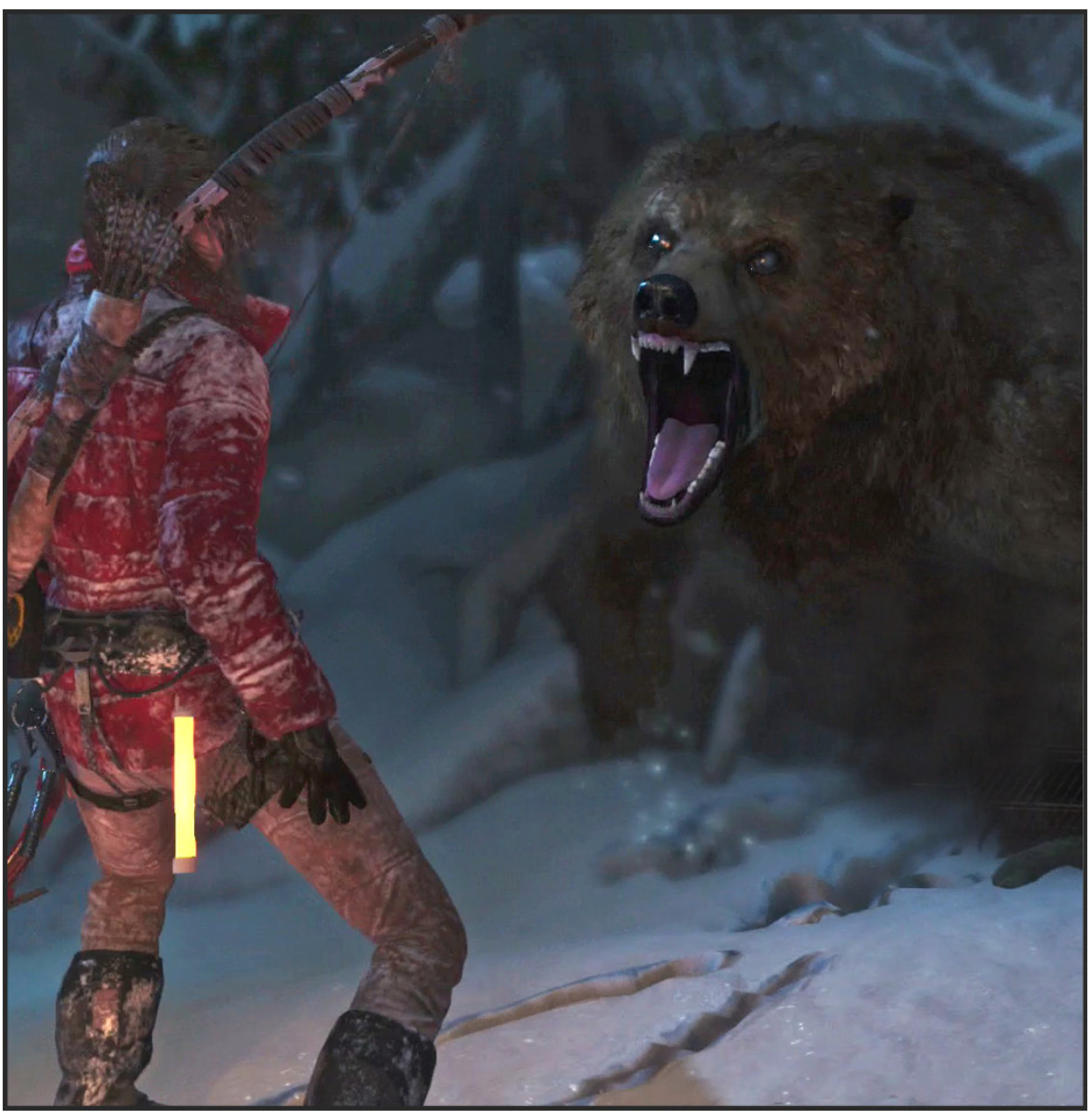
You only find hunting cats in a couple of select spots. They're found in Geothermal Valley, and you're more likely to stumble into them at night. Hunting cats do fairly high damage, attack relentlessly once you get close to them, and can easily kill you if you make any mistakes.

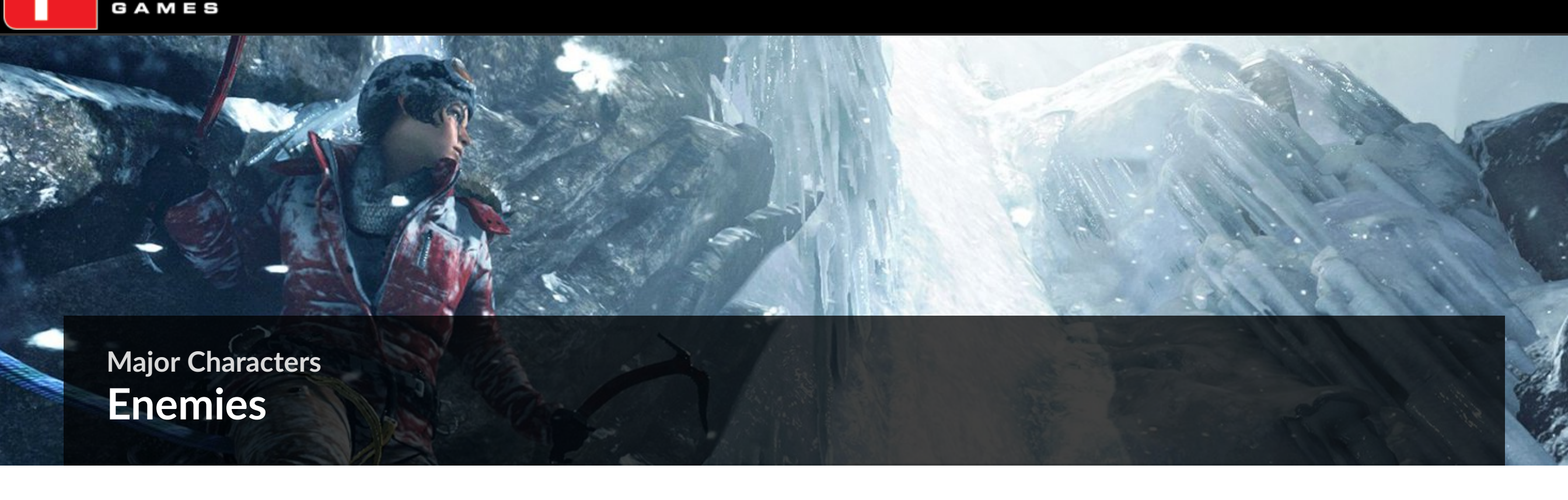
BEARS

Skin Them For: Bear Hides

Bear Hides are specifically required for a number of major upgrades to your equipment. These large predators are only found in a few caves. One is in the eastern side of Siberian Wilderness. Another is on the eastern side of The Lost City.

It's tough to kill bears. Poison Arrows are the most effective weapon at your disposal. They stun the bear and do substantial damage in the process. Use that stun time to do extreme damage with your other weapons and then use another Poison Arrow if the bear recovers before you kill it.





Major Characters

Enemies

There are two major groups of enemies that attack you in this game: Trinity forces and Deathless. Trinity has regular, human forces that are trained for combat. They use Pistols, Shotguns, Rifles, grenades, and sometimes melee weapons if they need to. Deathless rely entirely on Bows and melee weaponry. They have extremely heavy armor and are tough to kill.

TRINITY SOLDIER - RIFLEMAN

Weapons	Rifle
Tactics	Take Cover Before Attacking
Health	Low
Damage Output	Moderate

Normal Soldiers rush to cover if they realize that a battle is starting and then begin firing bursts at Lara. They usually appear in groups, support each other to a fair extent, and only leave their cover if they see an opportunity to flank their target.

All weapons are effective against these Soldiers. Headshots are ideal, but any attack stuns them briefly, so chest shots are good enough to wound and eventually kill your target.

TRINITY SOLDIER - SHOCK TROOPER

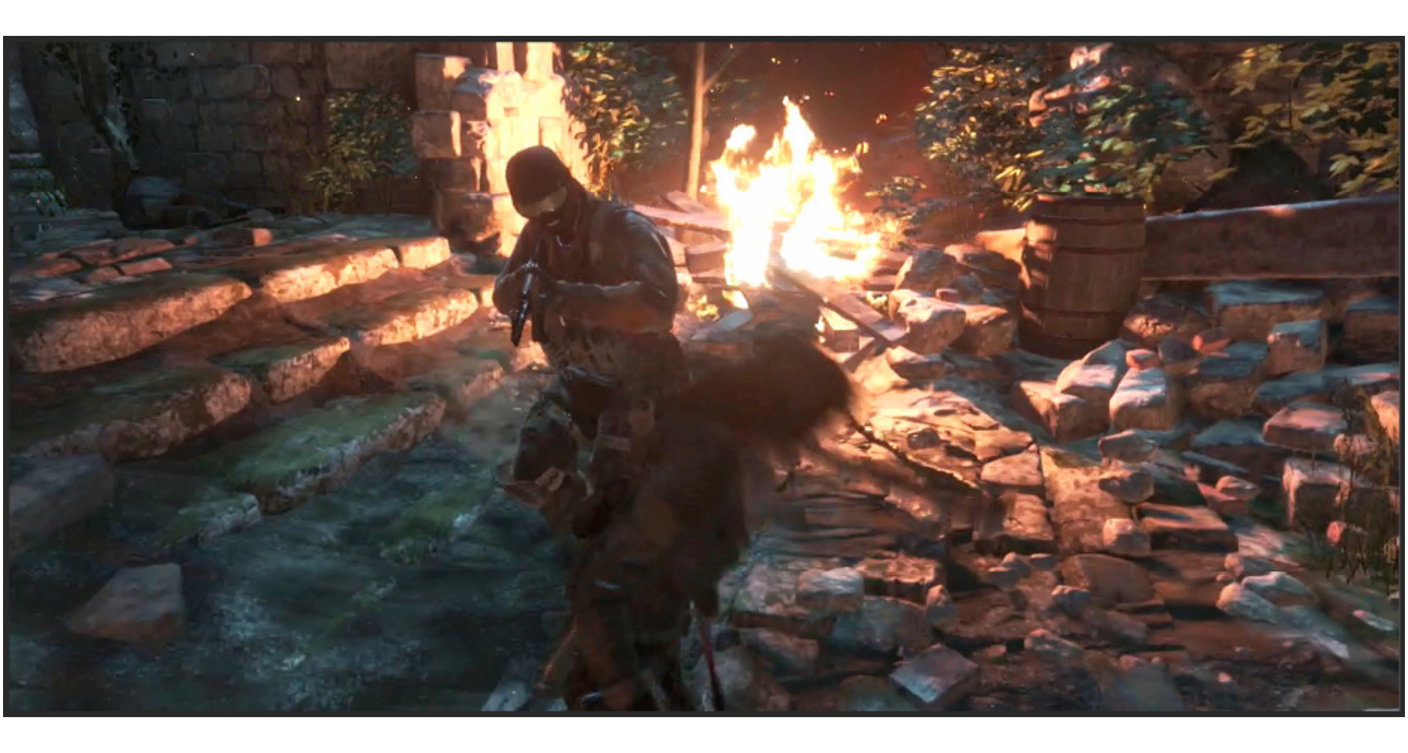
Weapons	Knives
Tactics	Charge
Health	Low
Damage Output	Moderate

Some Trinity Soldiers have melee weapons. They wear camouflaged clothing and don't care about taking cover. Instead, they'll race over to your position and try to draw you out of cover by engaging in melee. Focus your fire on these Soldiers so that you kill them before they get close to you.

TRINITY SOLDIER - GRENADIER

Weapons	Grenades
Tactics	Take Cover and Start Throwing
Health	Low
Damage Output	High

Grenadiers have orange outfits, so they're sometimes easier to spot. Once they take cover, they're exceptionally annoying to deal with because they hide most of the time and only pop up for a second to throw grenades at you. This forces you to change positions and be out in the open. Use your own indirect weaponry (Shrapnel Grenades, Molotov Cocktails, and Specialty Arrows) to snuff Grenadiers out without needing to wait for them to leave cover.

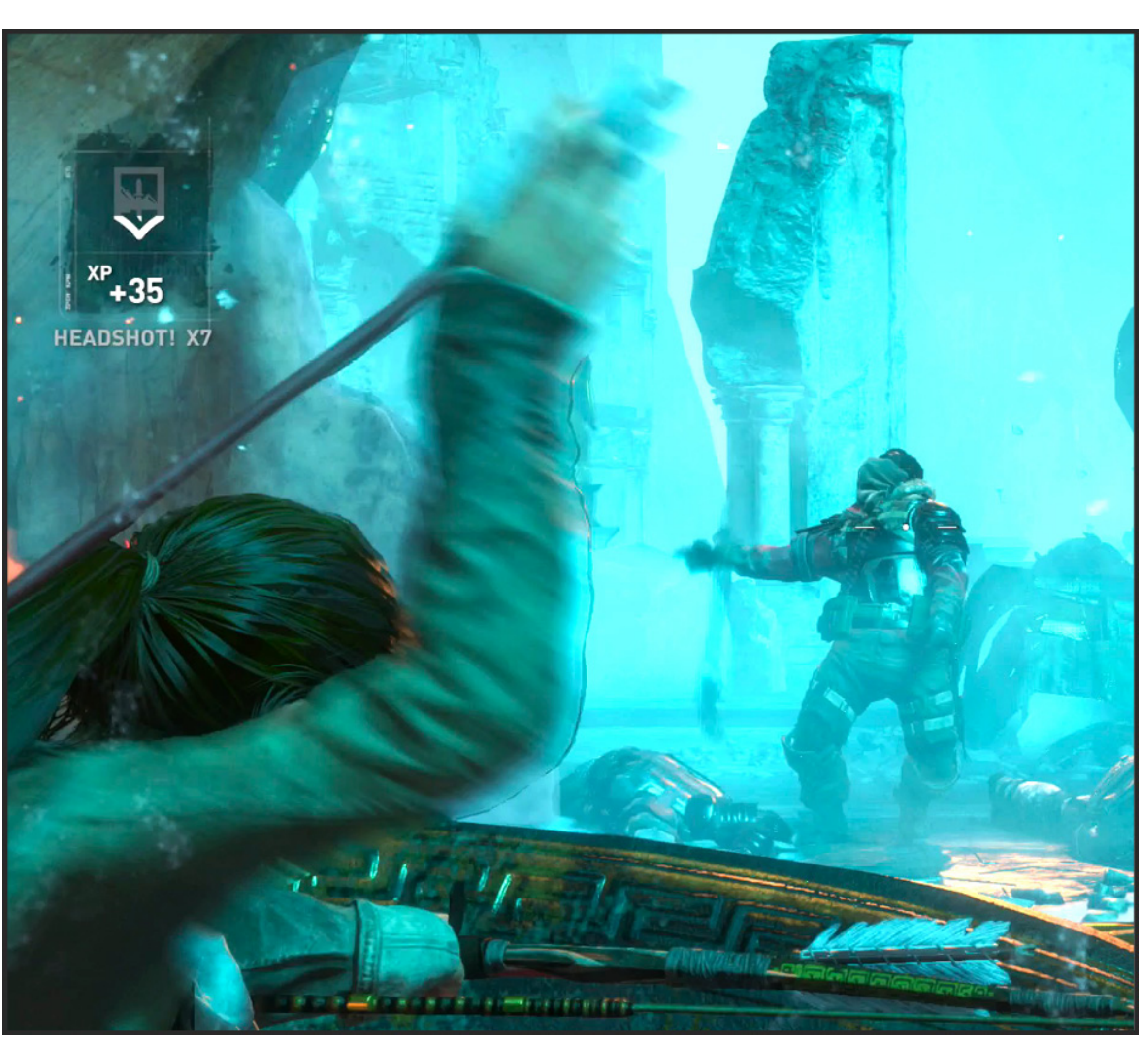


TRINITY SOLDIER - BREACHER

Weapons	Shotgun
Tactics	Slow Advance
Health	Low
Damage Output	High

Breachers are armed with Shotguns for close-quarters combat. They're not much of a threat at long range, and you can pick them off with a Bow or Rifle without worrying too much. However, Breachers deal tons of damage if they manage to get close to you. They are accurate and can take Lara out with only a couple shots.

If a Breacher is closing in on your position, backtrack to heavier cover so that they have to come around a corner to get to you. Ambush them there with a fast weapon. This improves your odds of getting off the first hit, and that often stuns the enemy long enough for you to secure the kill!



TRINITY SOLDIER - SHARPSHOOTER

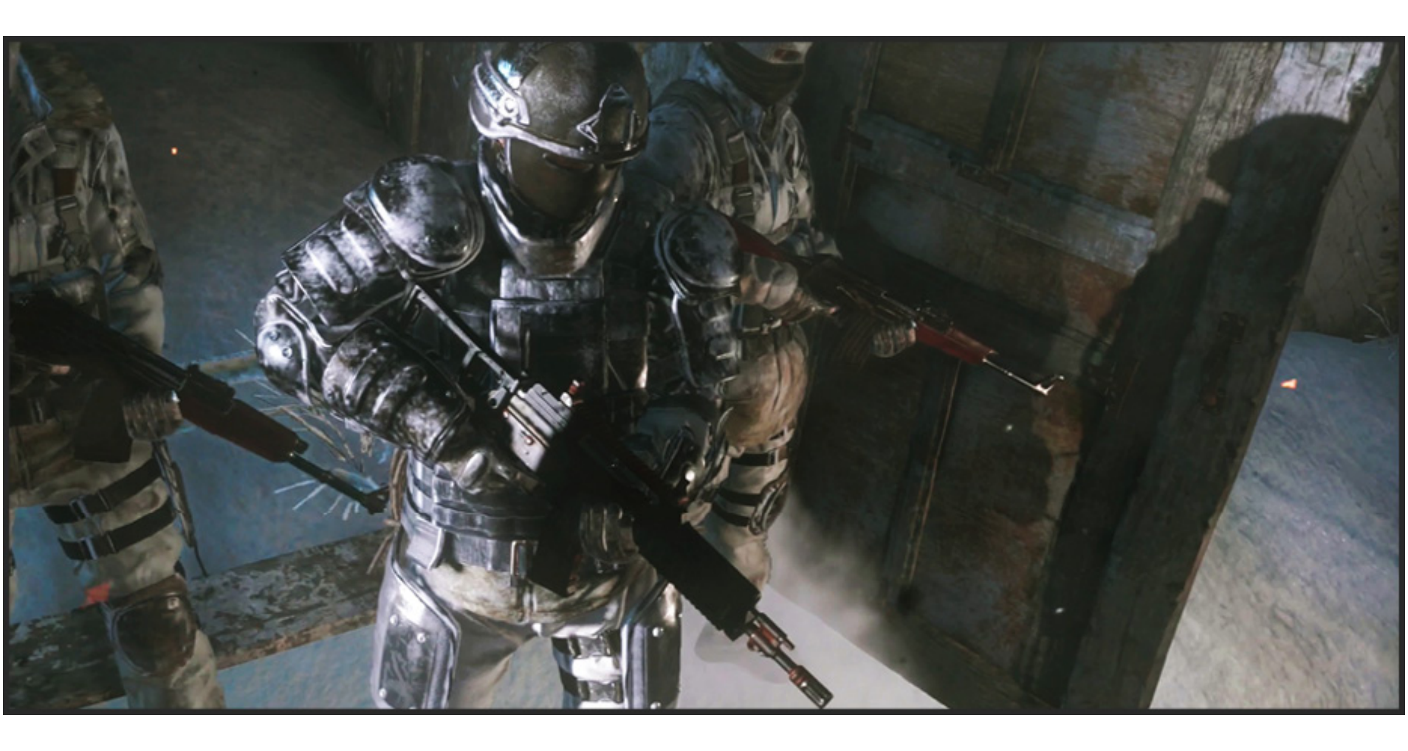
Weapons	Rifle
Tactics	Take Cover Before Attacking
Health	Low
Damage Output	High

Snipers have high-grade Rifles and fire accurately, and they give you a very hard time. The best way to defeat them is to exploit their lack of armor. Attack early, get a wound against them, and continue firing without giving the Sniper a chance to recover. Don't get into a stand-up fight because you're usually outnumbered and can't afford to trade blows with multiple well-armed Soldiers.

ENFORCERS

Weapons	Rifle
Tactics	Slow Advance
Health	High
Damage Output	Moderate

Enforcers have heavy armor. They act as the vanguard of a Trinity force. They walk forward slowly but confidently and attack Lara as soon as they see her. You need to destroy their armor if you want to get a kill with normal weaponry. Aim for the head or chest long enough, and you knock off that section of plating. You can then kill an Enforcer by shooting that exposed portion of their body.



Another technique is to use Grenade Arrows or Poison Arrows against Enforcers. These attacks are very effective and don't take much time to pull off, so they're safer for Lara. Shrapnel Grenades and radio proximity mines are good too. The Reinforced Shaft upgrade on the Climbing Axe helps crack the armor off of these guys as well.

Don't rely on fire to kill Enforcers. They're pretty well armored against that, so it takes way too long to be worthwhile.

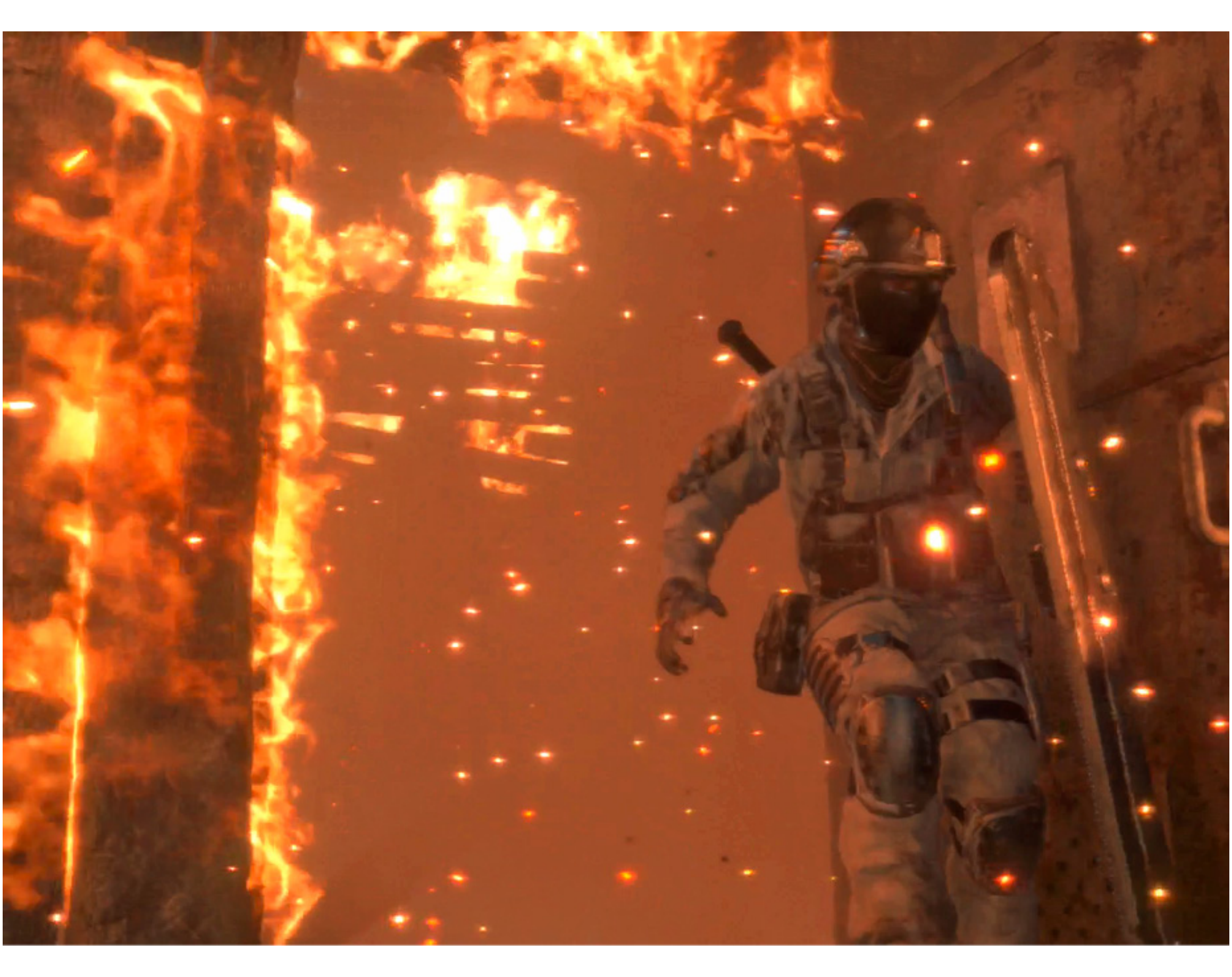
DEFENDERS

Weapons	Melee
Tactics	Slow Advance
Health	Very High
Damage Output	Moderate

Defenders have heavy shields that make it almost impossible to kill them with direct fire from standard weaponry. Grenade Arrows and Shrapnel Grenades are wonderful against them because you can shoot/throw the weapon behind them and the blast does all the work for you.

Few things are easier than killing Defenders with Poison Arrows. Take a shot directly into the Defender's shield, instantly dooming your victim.

Another possibility when attacked by Defenders is to lure them into Grenades. If there are enemies tossing those around, lead the Defender around as you back up, and wait for someone to frag their own guy.

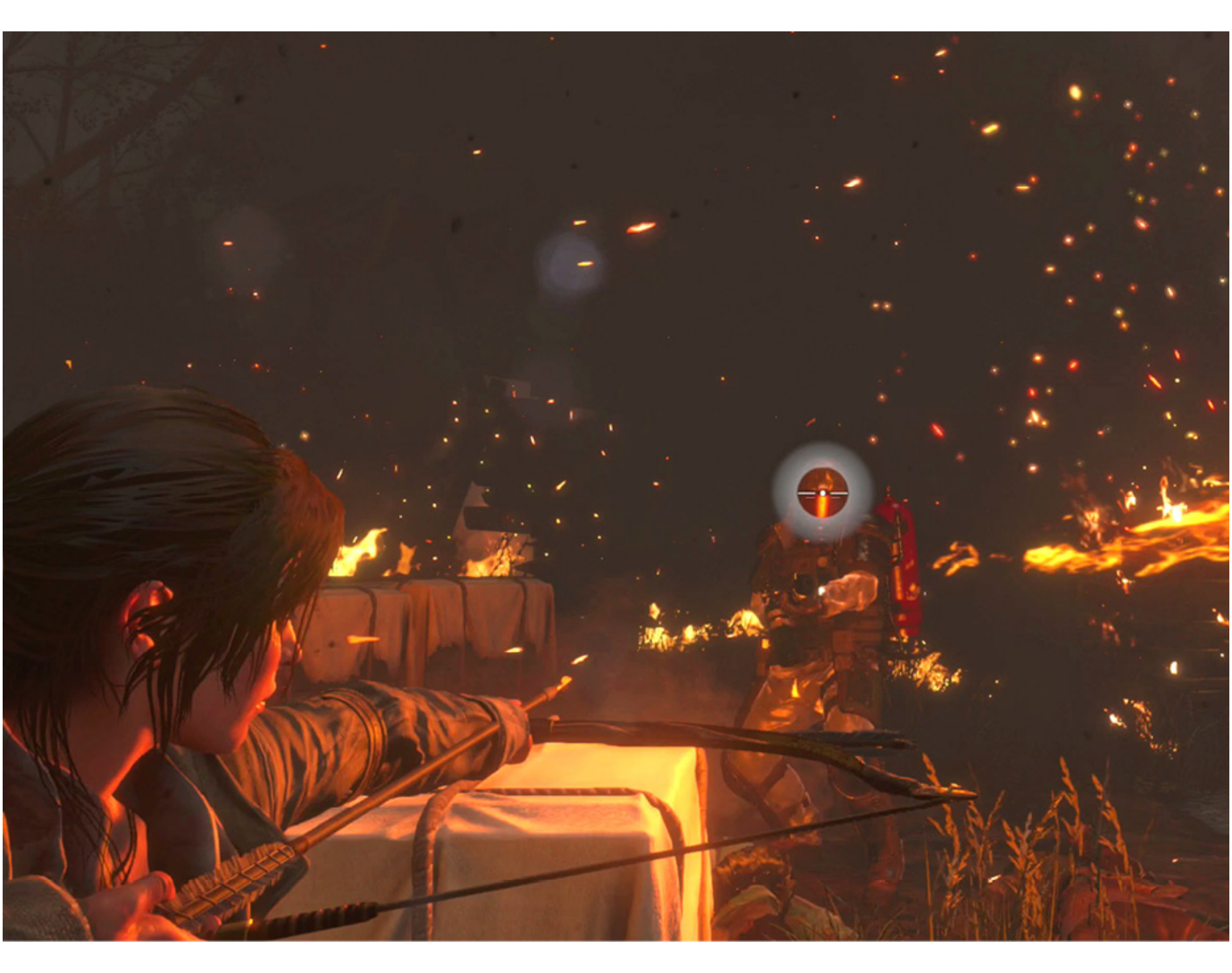


FIREFLIES

Weapons	Flamethrower
Tactics	Advance to Medium Range and Attack
Health	High
Damage Output	High

Fireflies are very tough to kill. Direct attacks don't do much to them, fire is worthless, and poison doesn't do anything either. The safest method is to use a fast weapon, such as an SMG, to shoot at the red tanks that are carried on the Fireflies' backs. This damage distracts the enemy for a few seconds as they spin around. Use that time to deal heavy damage to the tanks with your Rifle or Shotgun. Repeat this tactic to kill the Firefly as safely as you can.

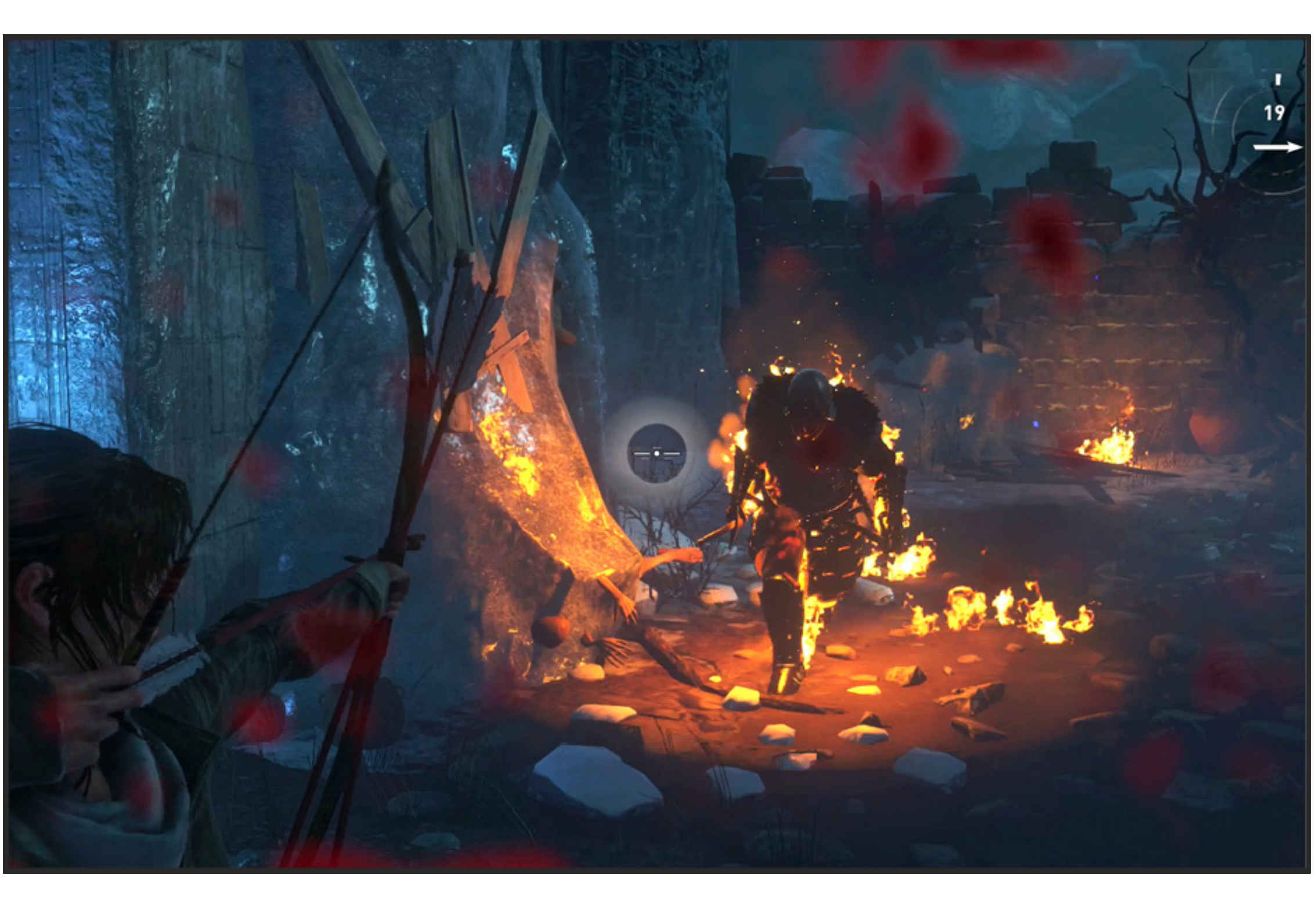
Never stand still and let a Firefly attack you. Their damage output is horrendous, and you can't see anything when their flamethrower sprays you. Stay mobile and ensure that you put some solid cover between yourself and the Firefly.

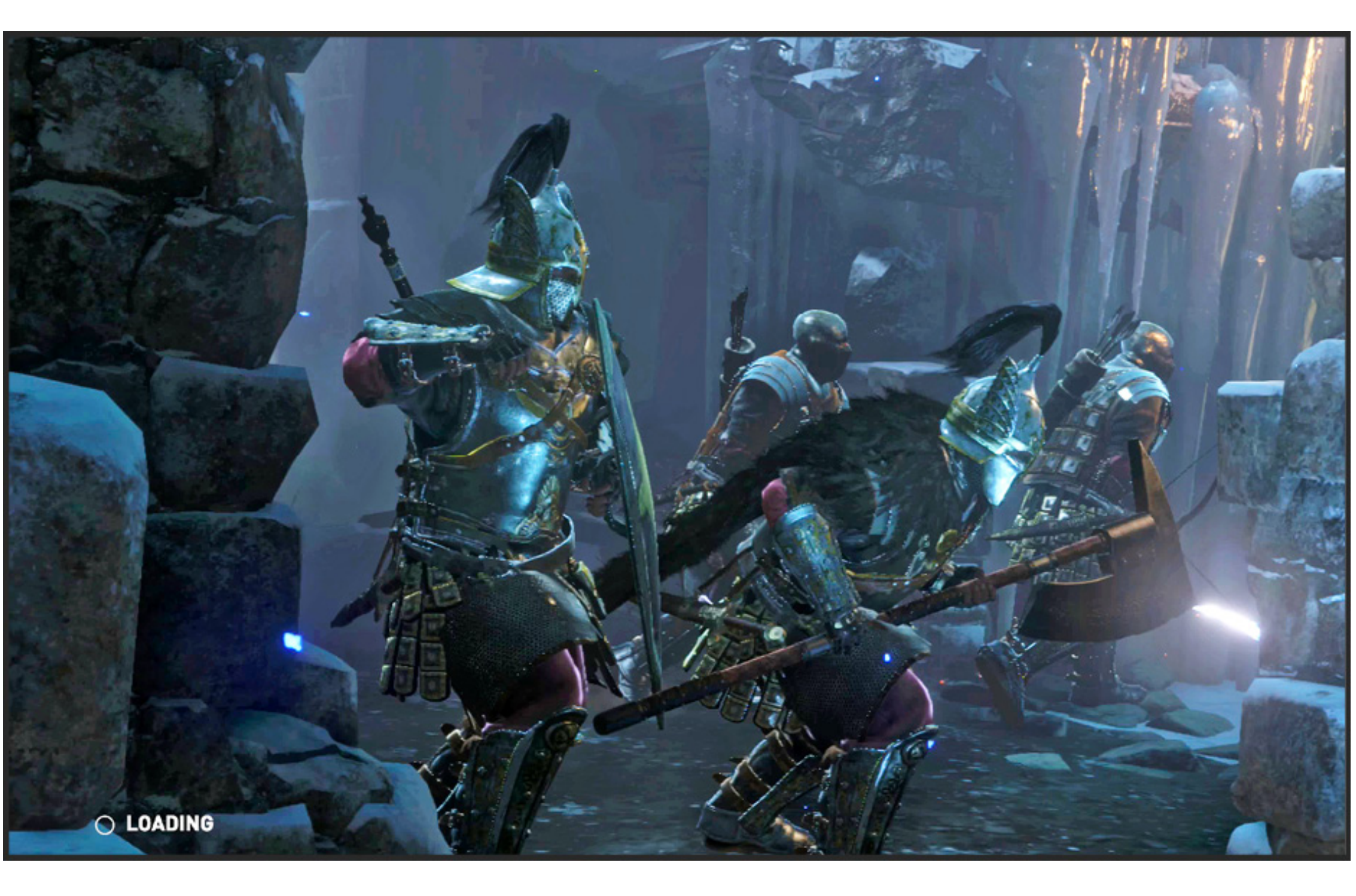


DEATHLESS OFFICERS AND SWORDSMEN

Weapons	Melee Weapons
Tactics	Fast Advance and Melee Attack
Health	High
Damage Output	Moderate

Many Deathless warriors have swords or axes at their disposal. All of them are wearing heavy armor, so direct attacks are only somewhat effective against them. Your own melee attacks are pretty good at smashing Deathless armor, but repeated shots from your ranged weapons do the trick as well. Poison and Grenade Arrows are quite good against all Deathless.

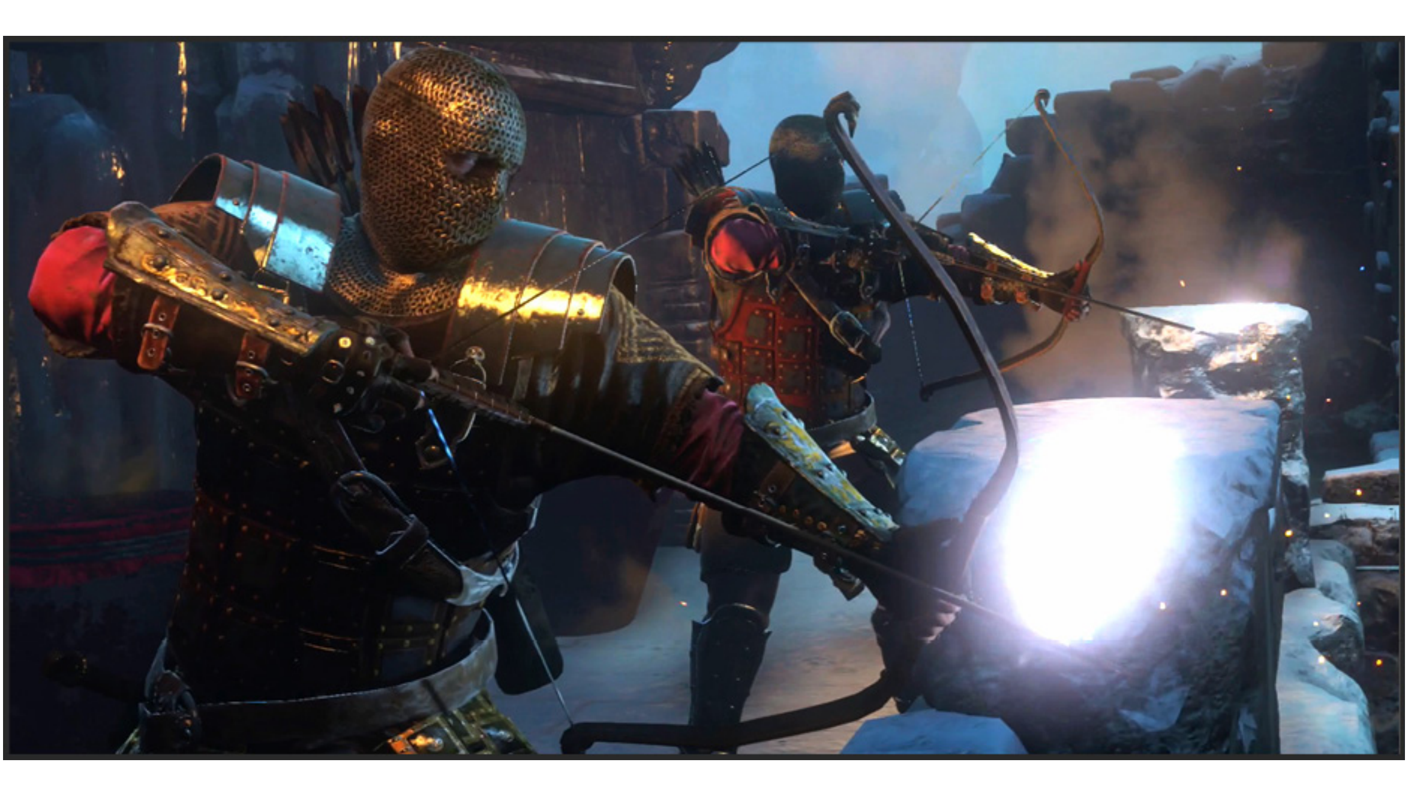




DEATHLESS ARCHERS

Weapons	Bows With Greek Fire Arrows
Tactics	Stand and Shoot
Health	Moderate
Damage Output	Moderate

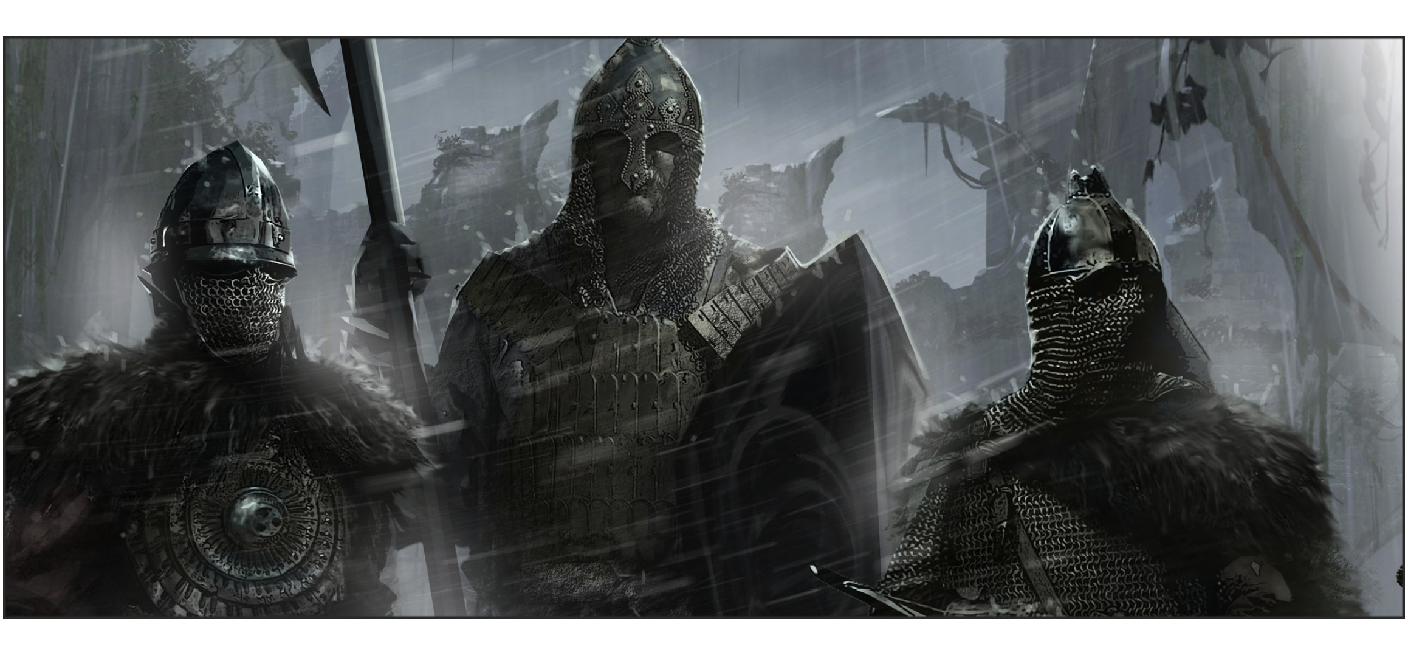
These Archers are a major hassle because they are accurate and deadly and their armor is still heavy enough to deflect multiple attacks. Grenade Arrows turn them into sauce, and heavy bursts of fire from your ranged weaponry do the job too. Melee is only a good solution if you can sneak up on the Archers or stun them with ranged attacks and then close the gap before the Archers recover!

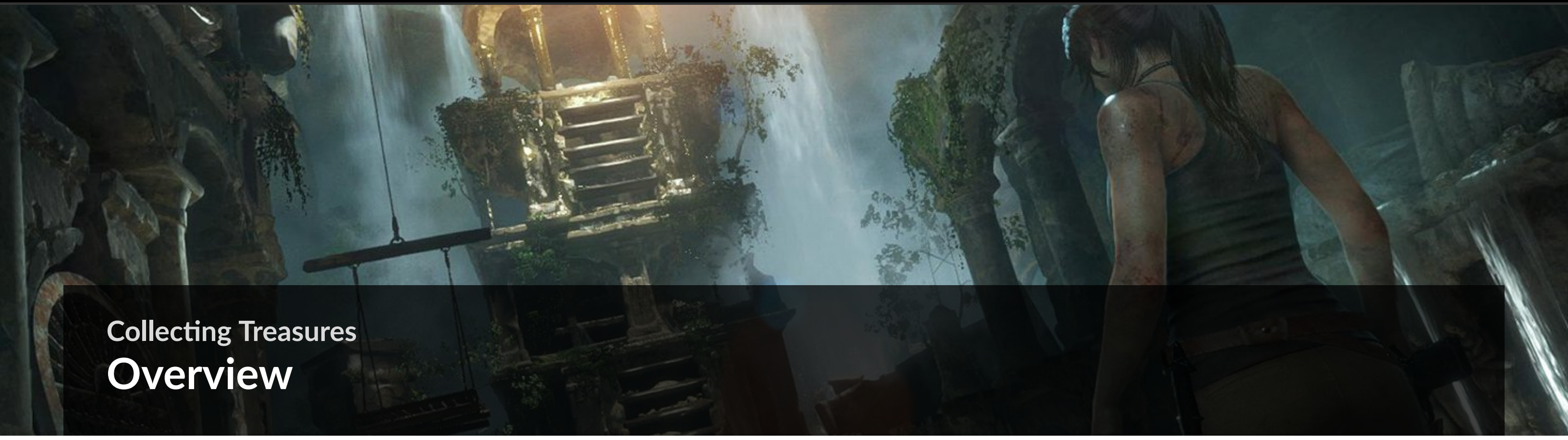


DEATHLESS HEAVY INFANTRY

Weapons	Sword and Shield
Tactics	Slow Advance
Health	High
Damage Output	Moderate

Deathless Heavy Infantry have the best defense in the game. Don't try to pound through them with regular attacks. Either silence them immediately with a Poison Arrow or lure them around a corner and ambush them with a series of your own melee strikes.The Reinforced Shaft upgrade on the Climbing Axe helps crack the armor off of these guys as well.





Collecting Treasures

Overview

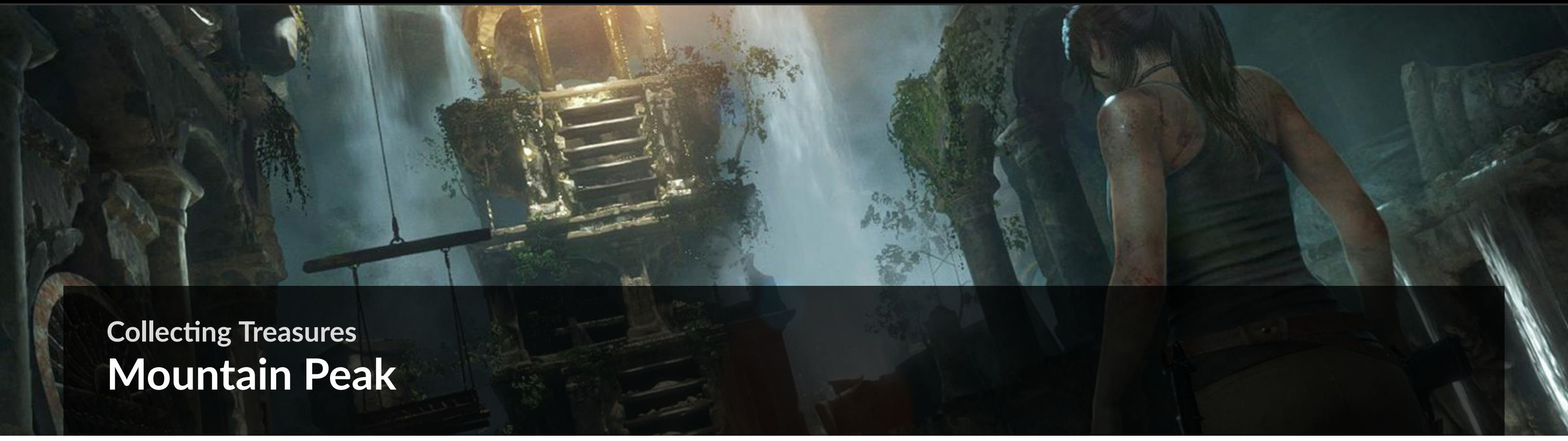
This chapter gives you details about the locations of all collectible items, optional content, Challenges, and Missions in this game. Anything that isn't going to be part of the main walkthrough for the story goes in here, for the completionists out there!

We'll go map by map, letting you find everything that you need. This is best to do after you've gotten to the end of the game and have all of the tools that Lara needs to access many of these treasures.

To help you find things, we'll frequently start by giving a location in regard to a Base Camp. N of Valley Farmstead means that the item you're looking for is north from Valley Farmstead's Base Camp, for example.

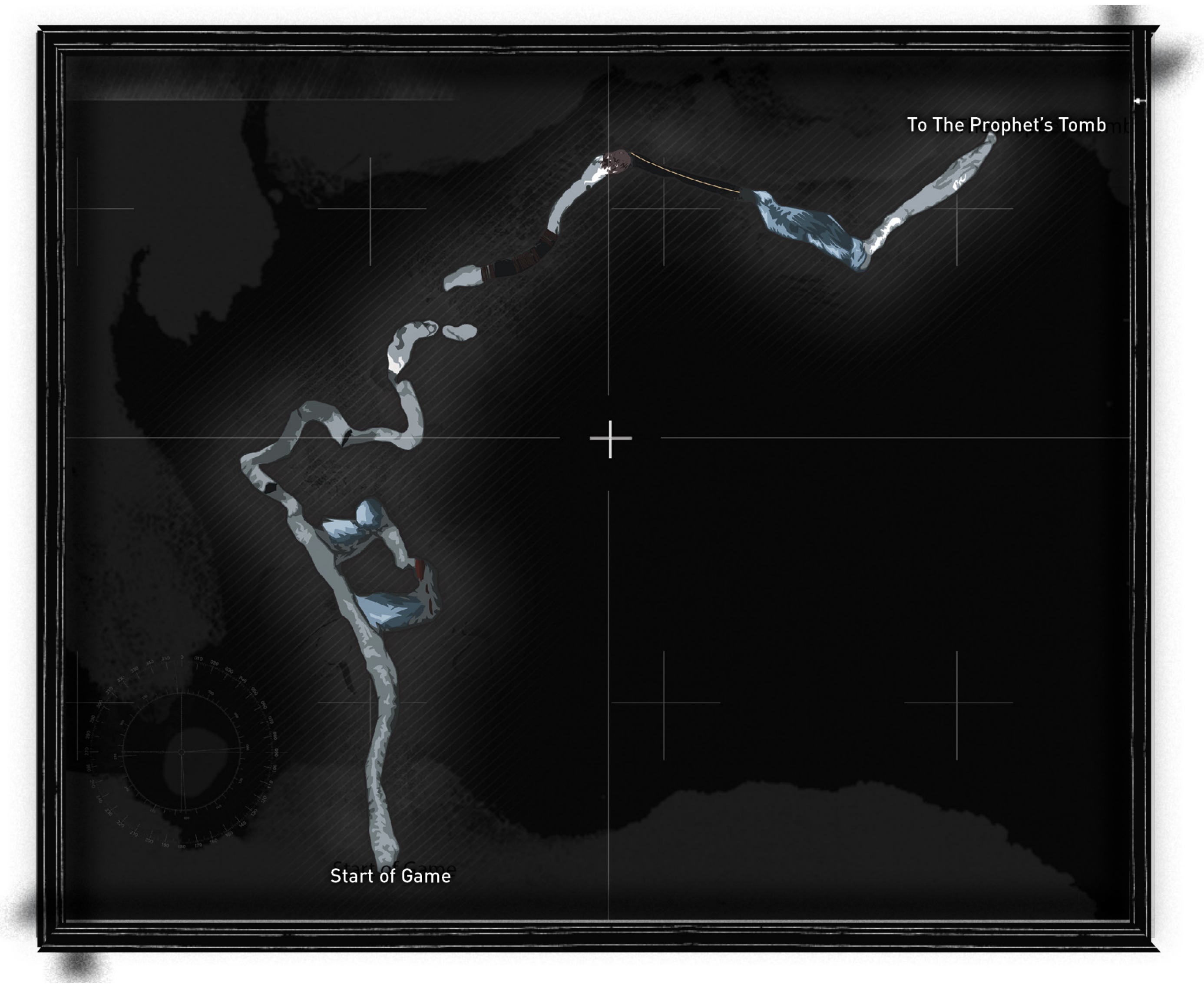
WHAT IS COVERED IN THIS CHAPTER?

- Tombs
- Missions
- Challenges
- Crypts
- Strongboxes
- Relics
- Documents
- Murals
- Survival Caches
- Coin Caches

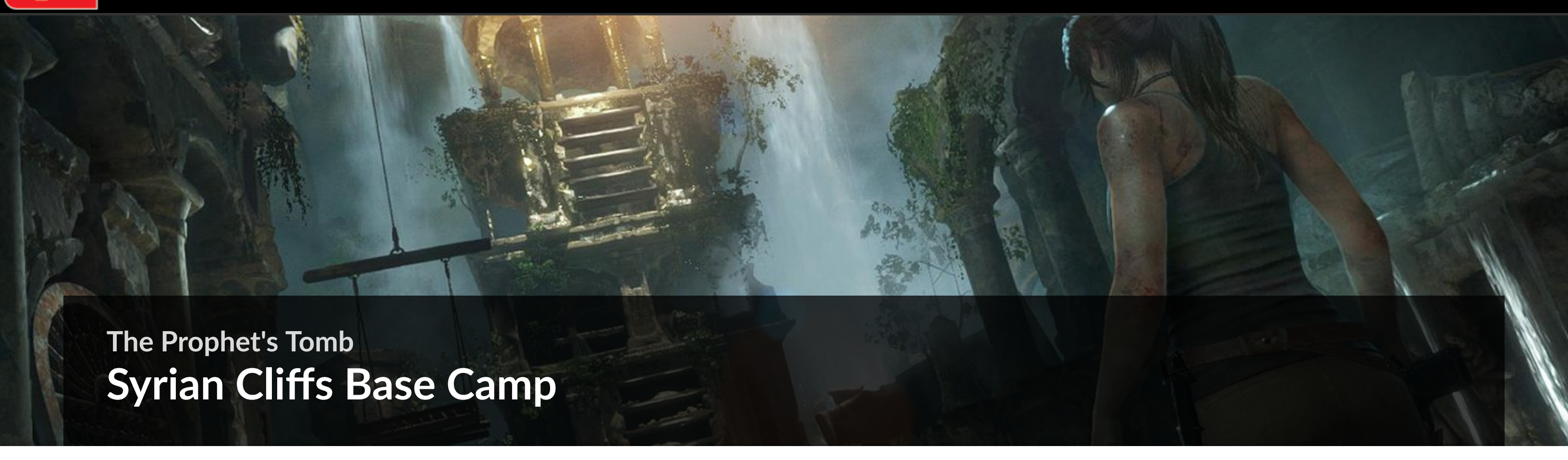


Collecting Treasures

Mountain Peak

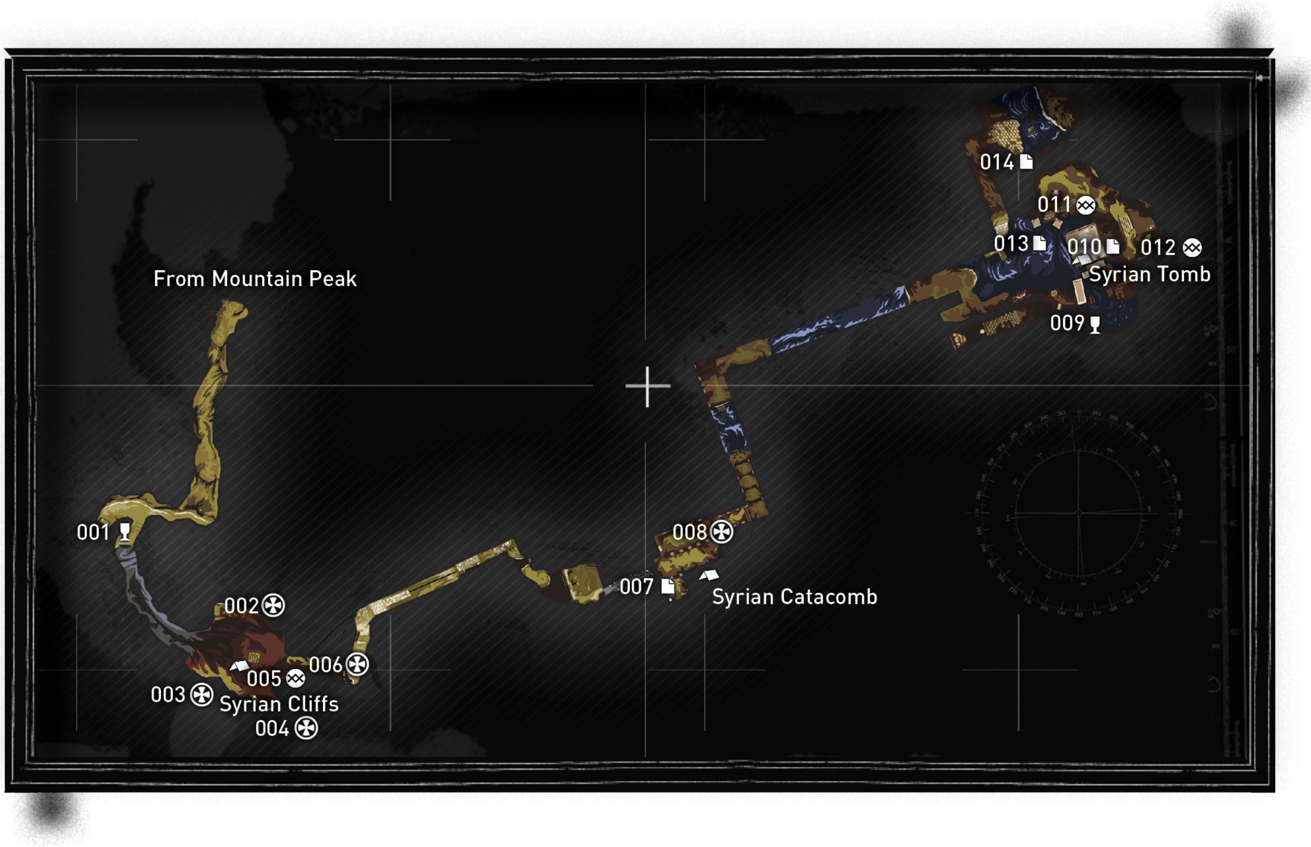

To The Prophet's Tomb
Start of Game

You've already gotten 100% of the secrets from Mountain Peak. We know that because there aren't any there. This is an introductory area that you don't need to go back to. That's a good thing, because there aren't any Base Camps to let you Fast Travel back there anyway!



The Prophet's Tomb

Syrian Cliffs Base Camp


From Mountain Peak
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Syrian Catacomb
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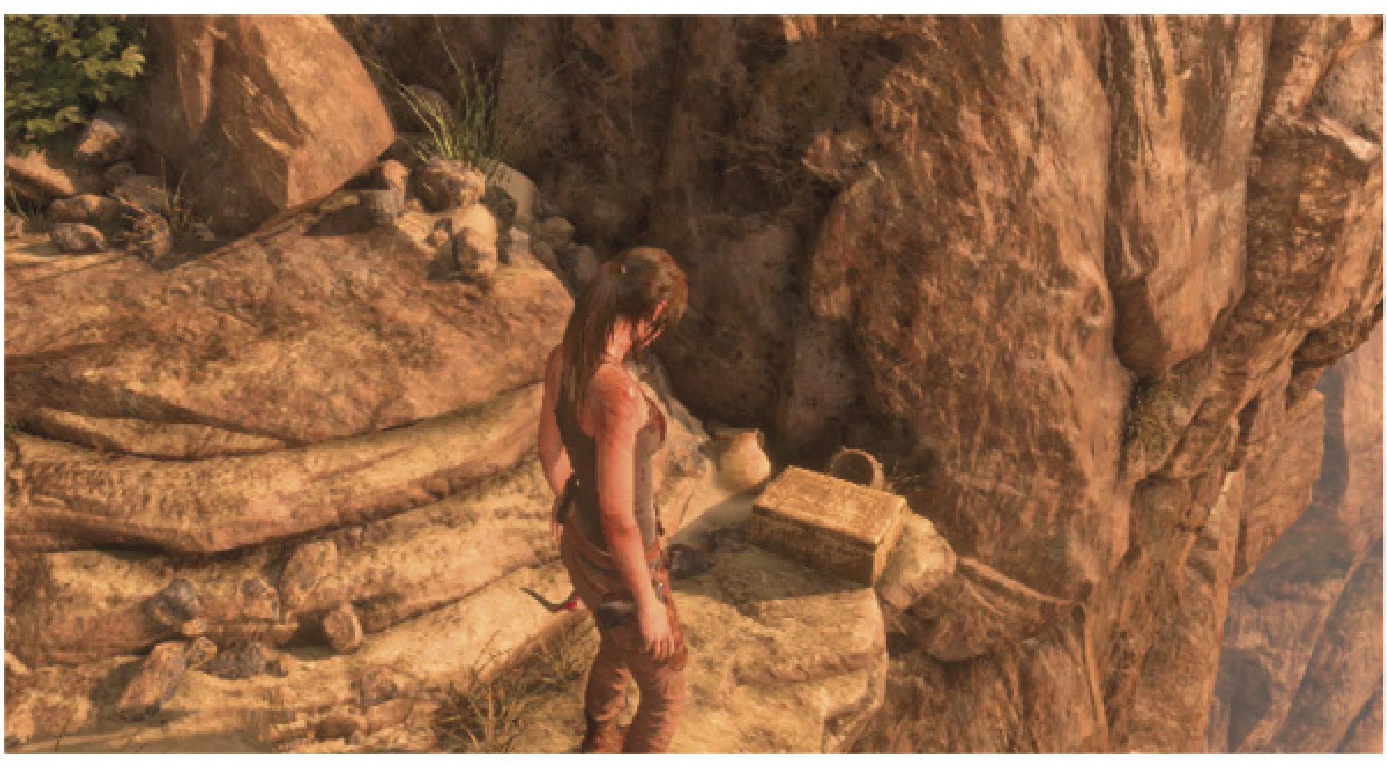
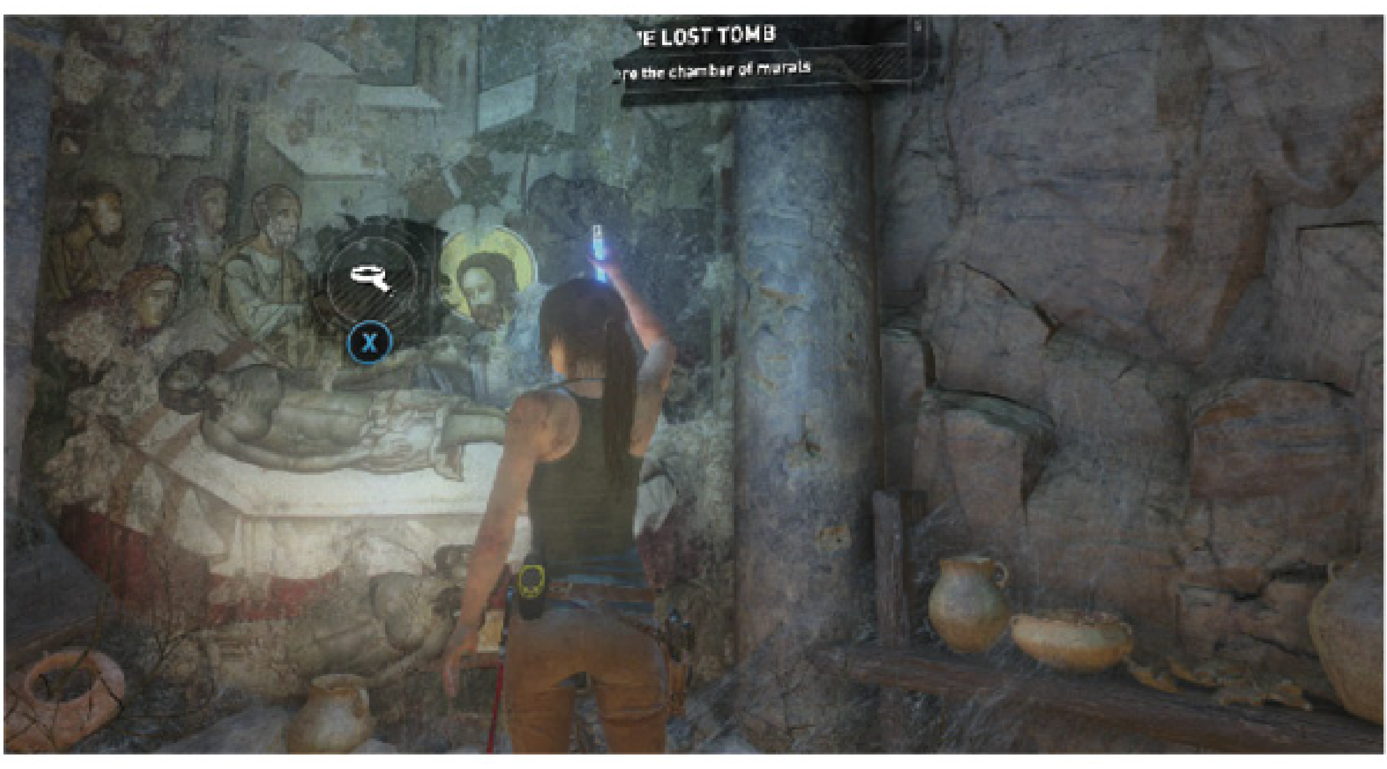
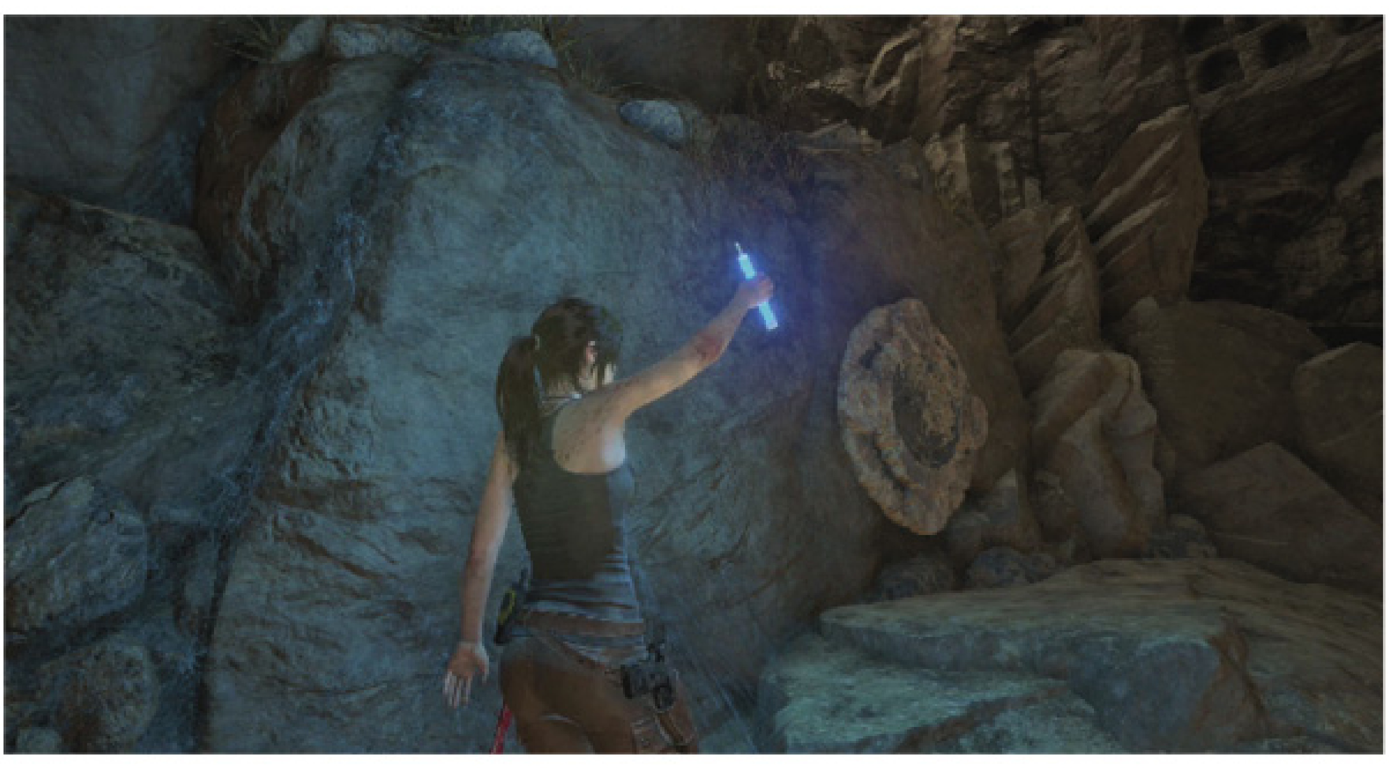
Syrian Cliffs
004



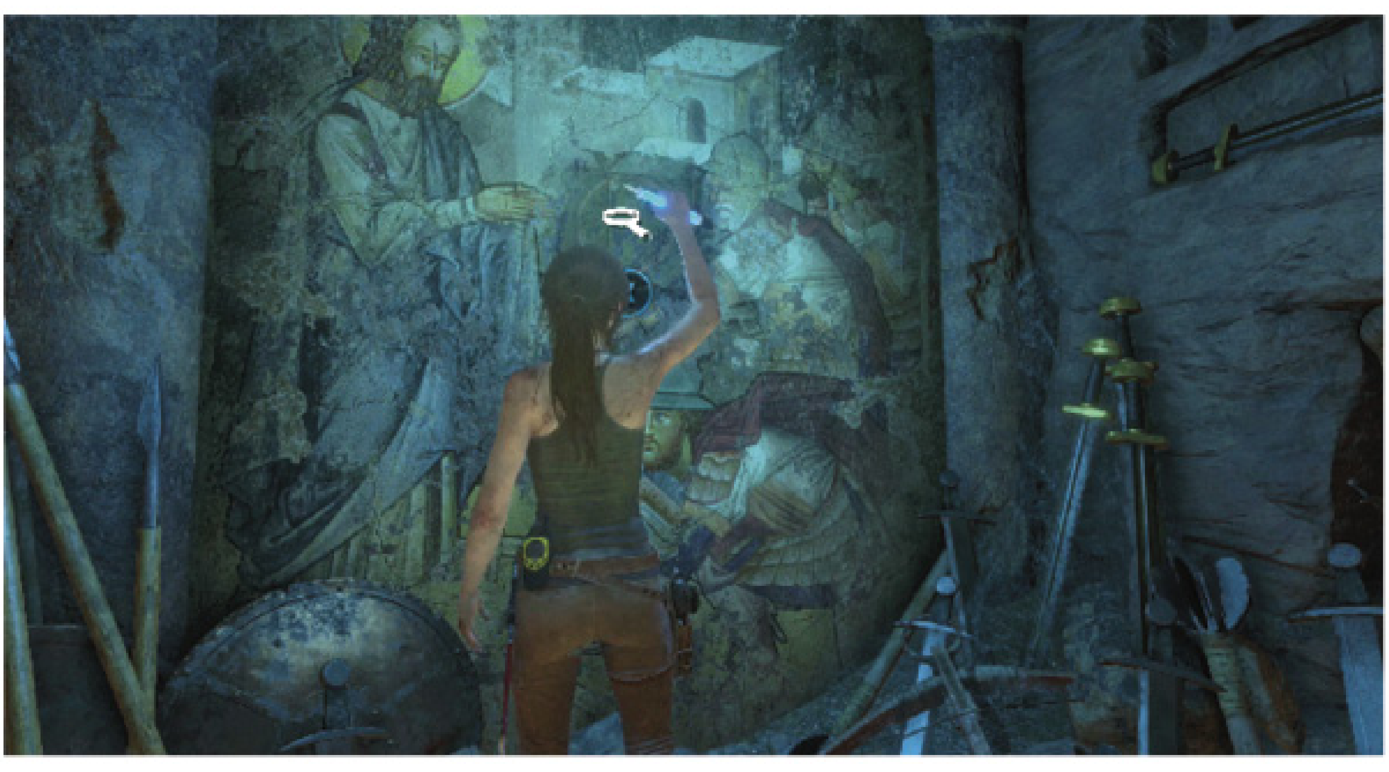
001 Far NW of Syrian Cliffs: In the early portion of the map, you get a **Relic** when you explore a ledge, on the right, before entering the tunnels.


E LOST TOMB
re the chamber of murals

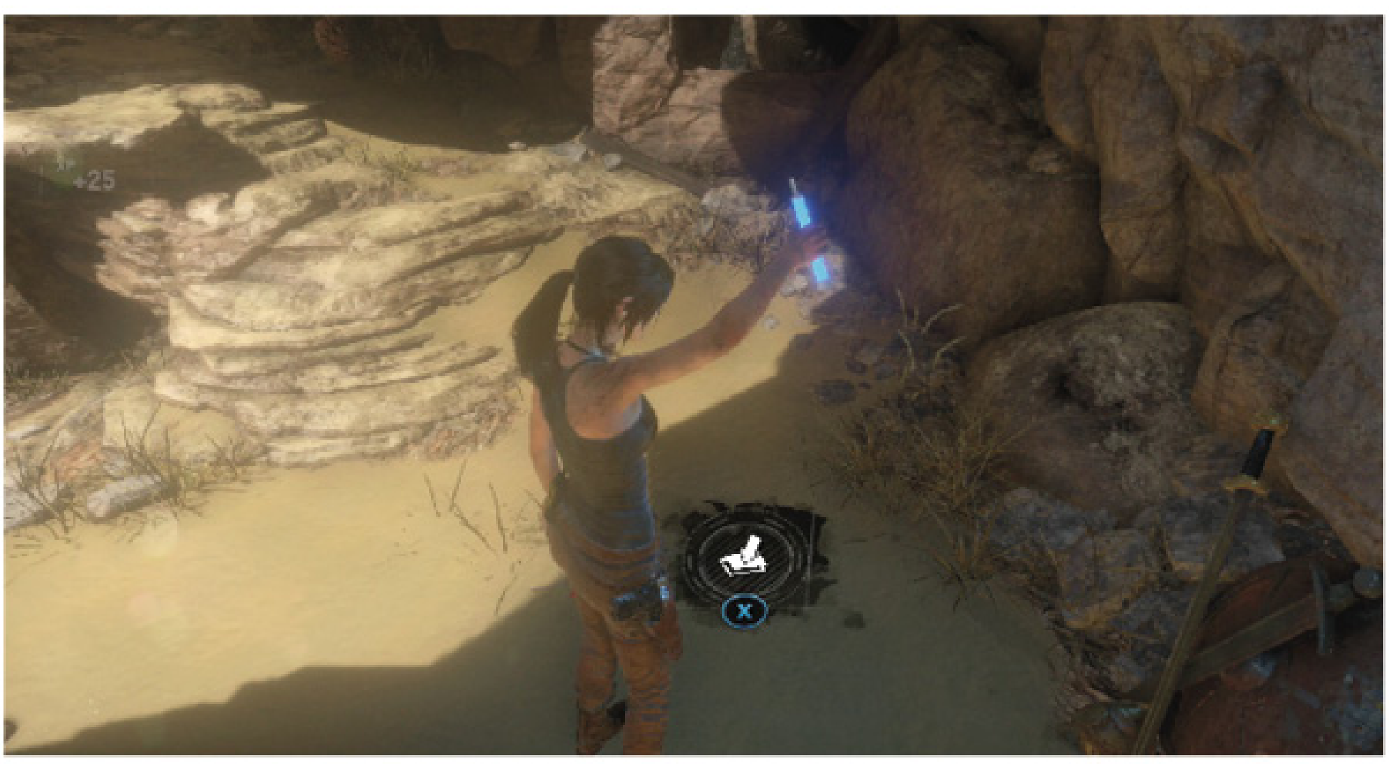
002 N of Syrian Cliffs: Look along the northern wall of the cave for a **Mural**.



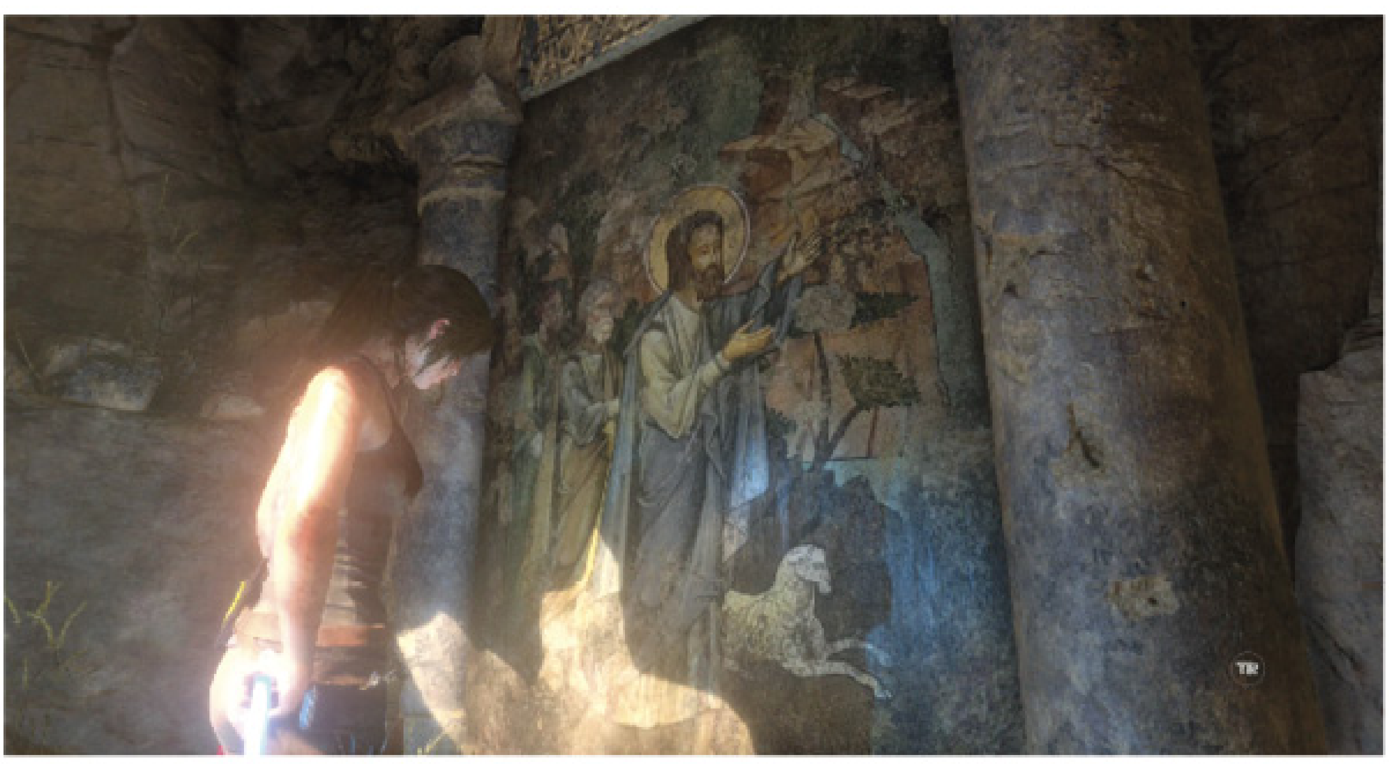
003 SW of Syrian Cliffs: Look along the southwestern wall of the cave for a **Mural**.



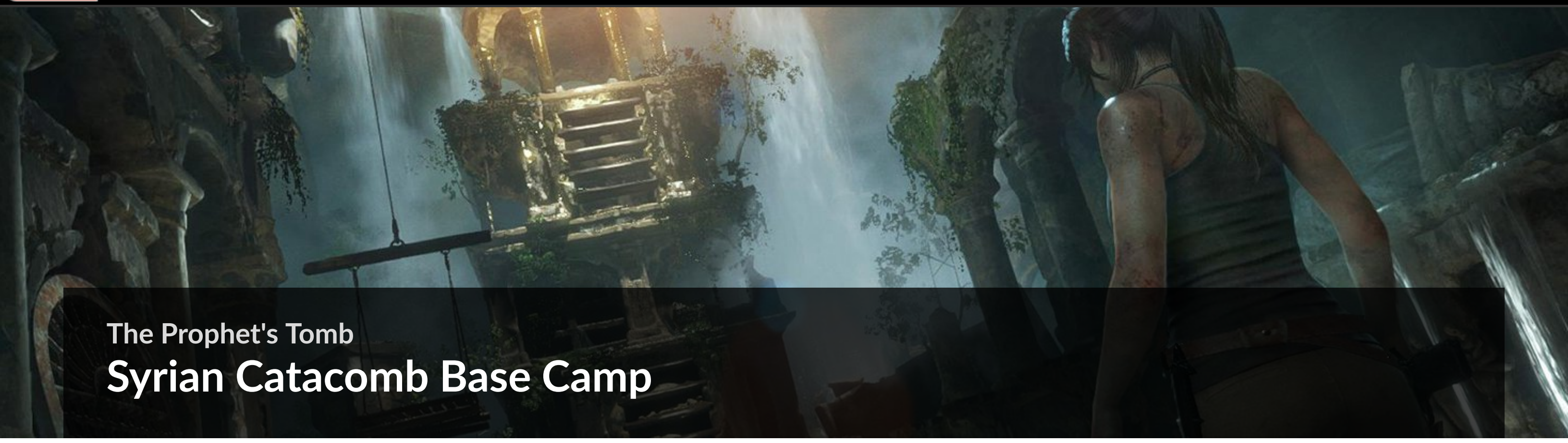
004 S of Syrian Cliffs: Look along the southern wall of the cave for another **Mural**.



005 E of Syrian Cliffs: Search the ground on the eastern wall of the cave for a **Coin Cache** that you can dig up.

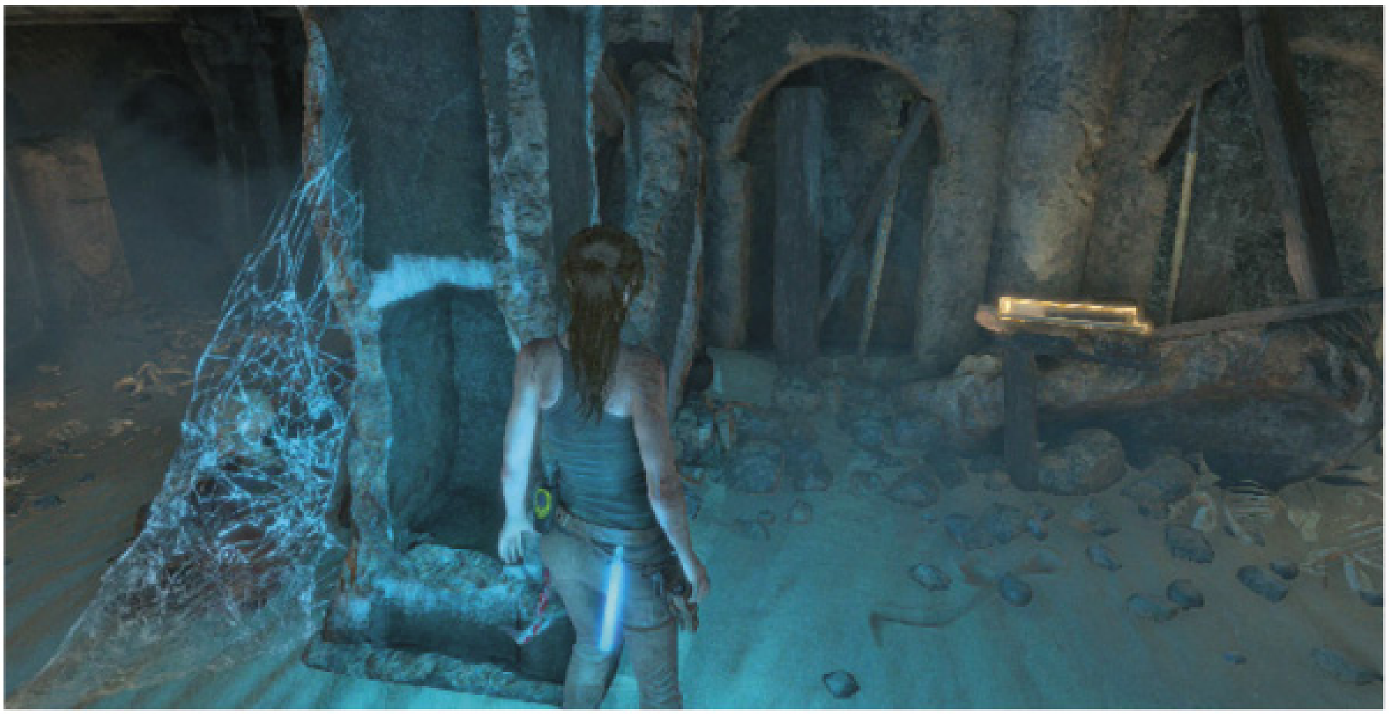


006 E of Syrian Cliffs: Search the eastern tunnel at the end of the cave to find the last **Mural** in this spot.

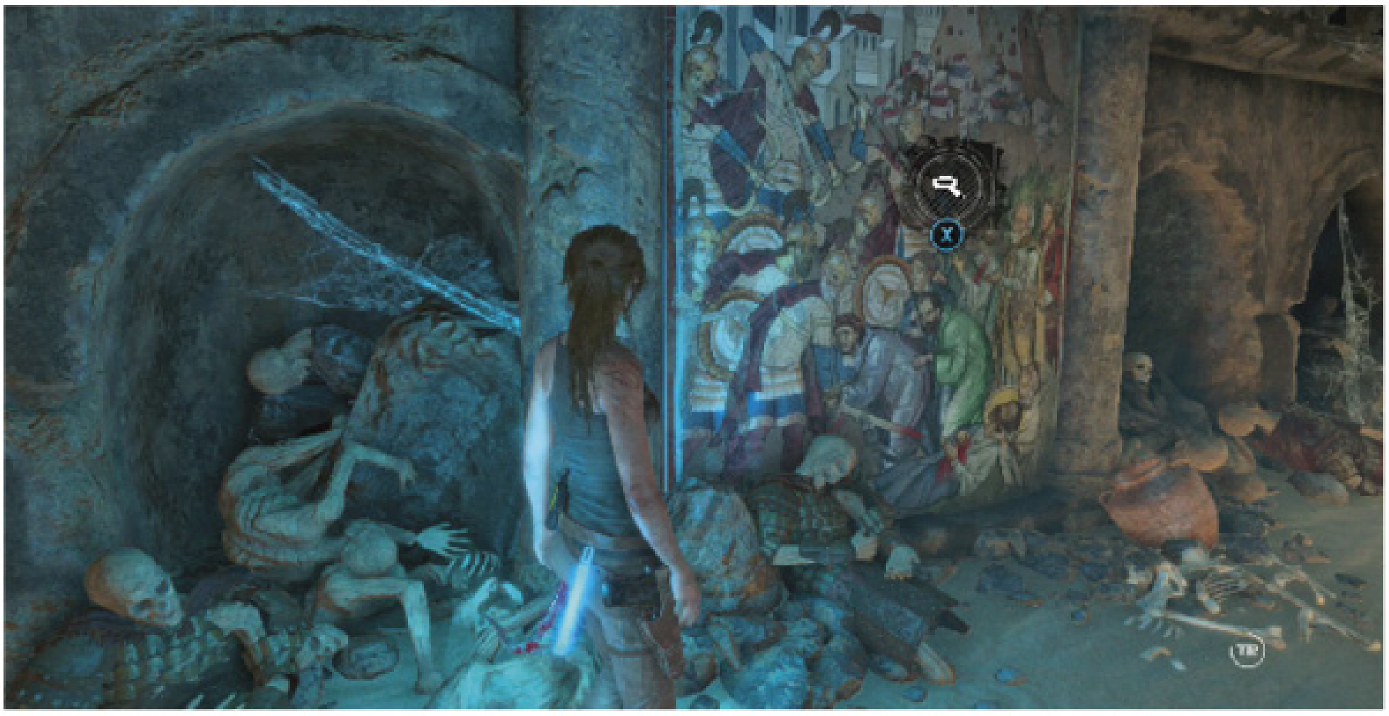


The Prophet's Tomb

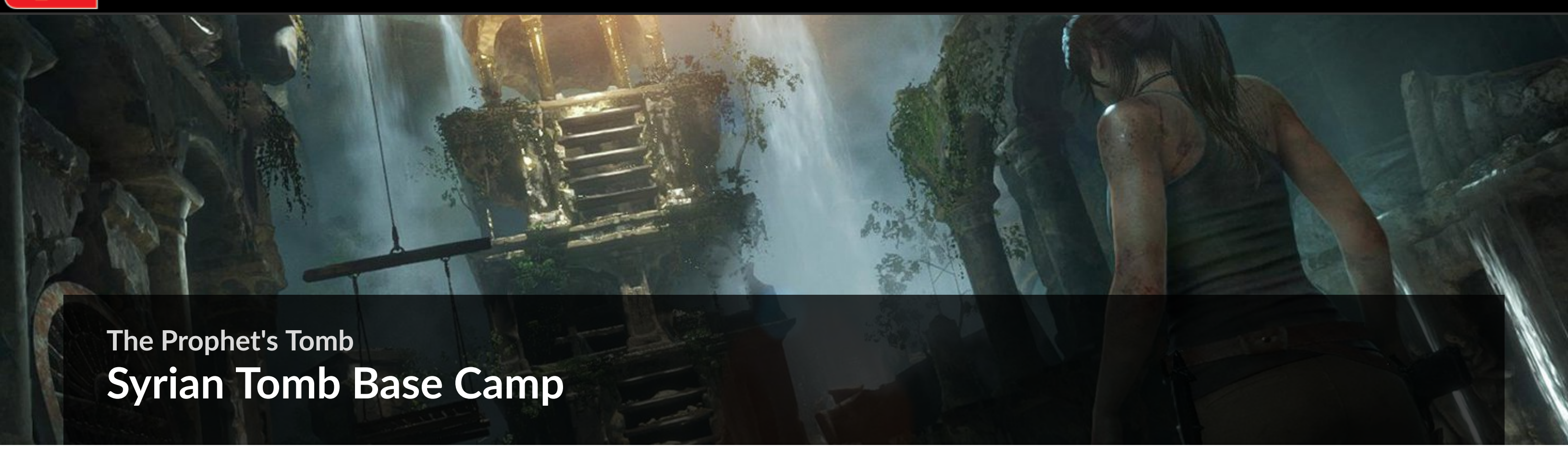
Syrian Catacomb Base Camp



007 NW of Syrian Catacomb: There is a **Document** close to the corner of this area.

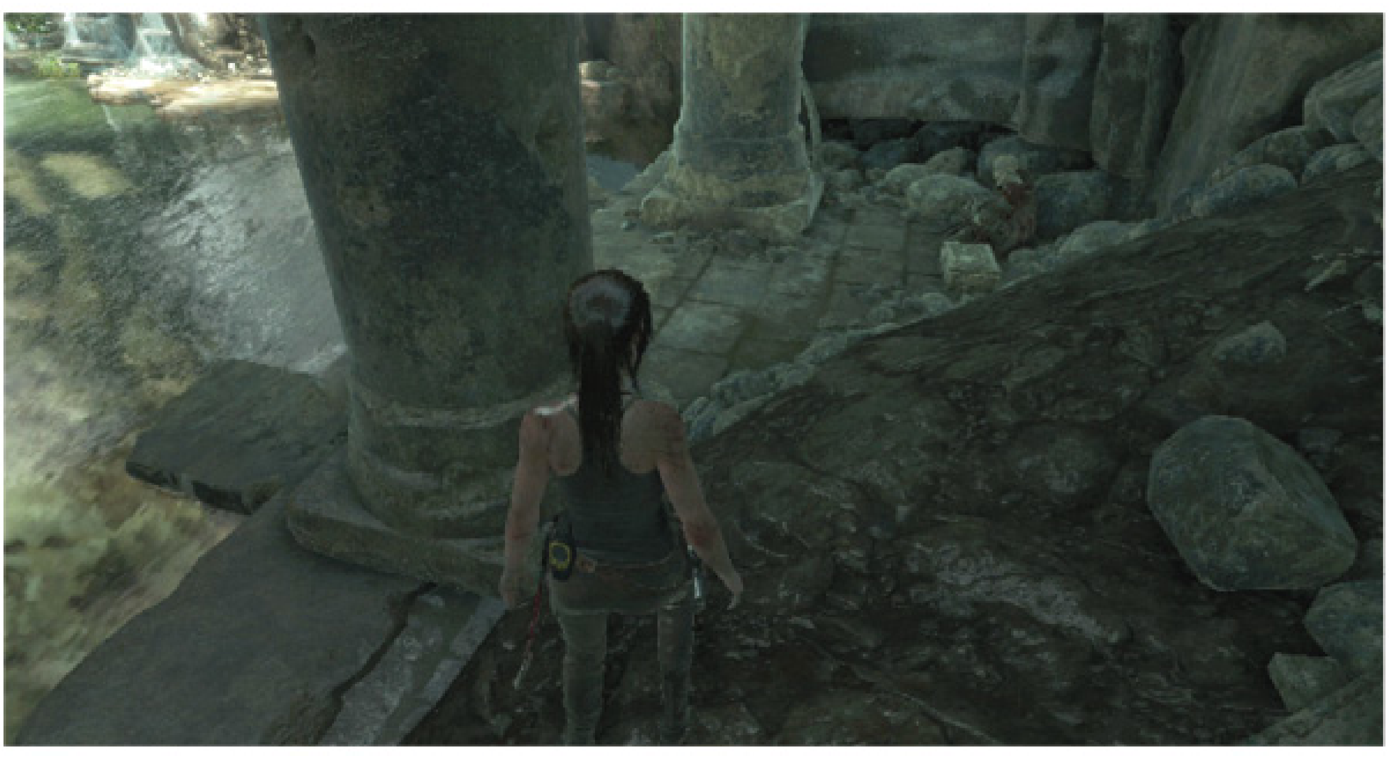


008 N of Syrian Catacomb: Look along the northern wall for a **Mural**. It’s very close to the Document you just found.

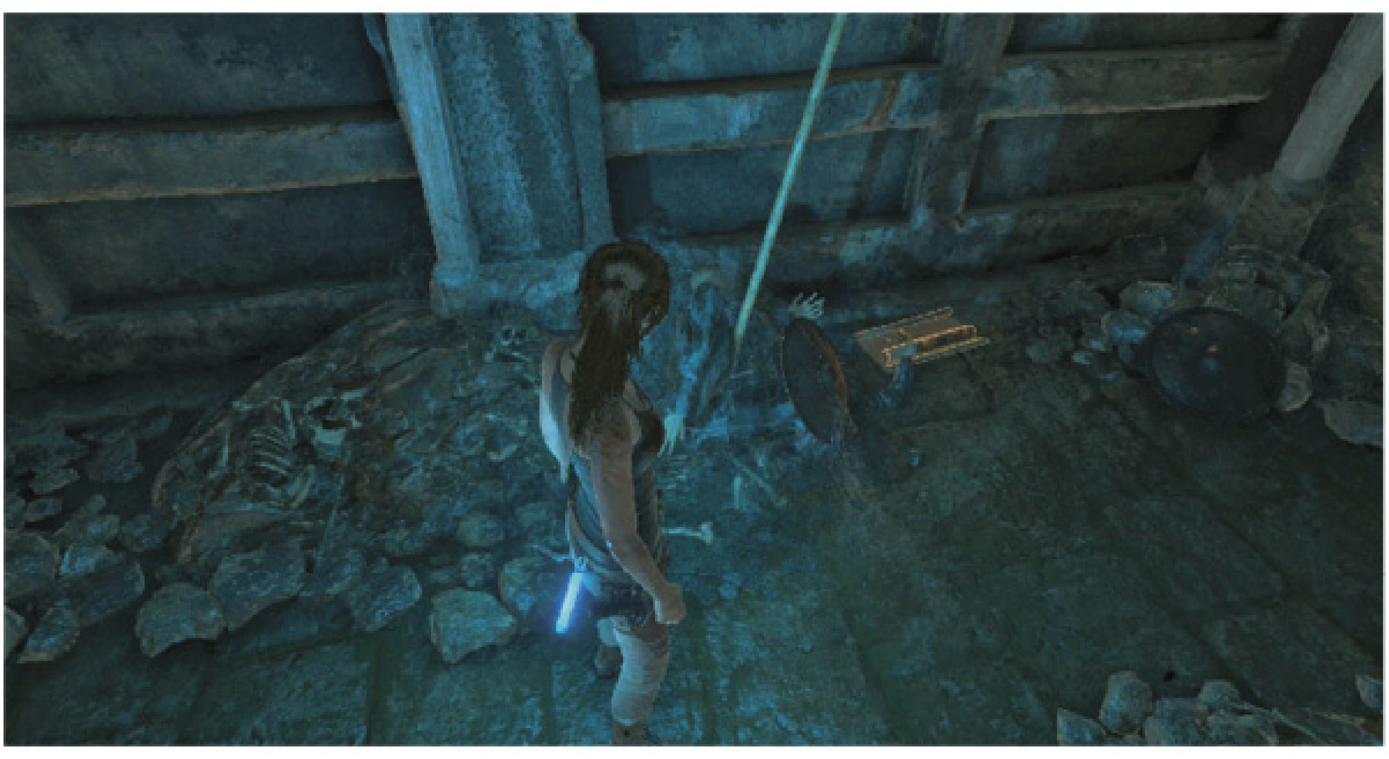


The Prophet's Tomb

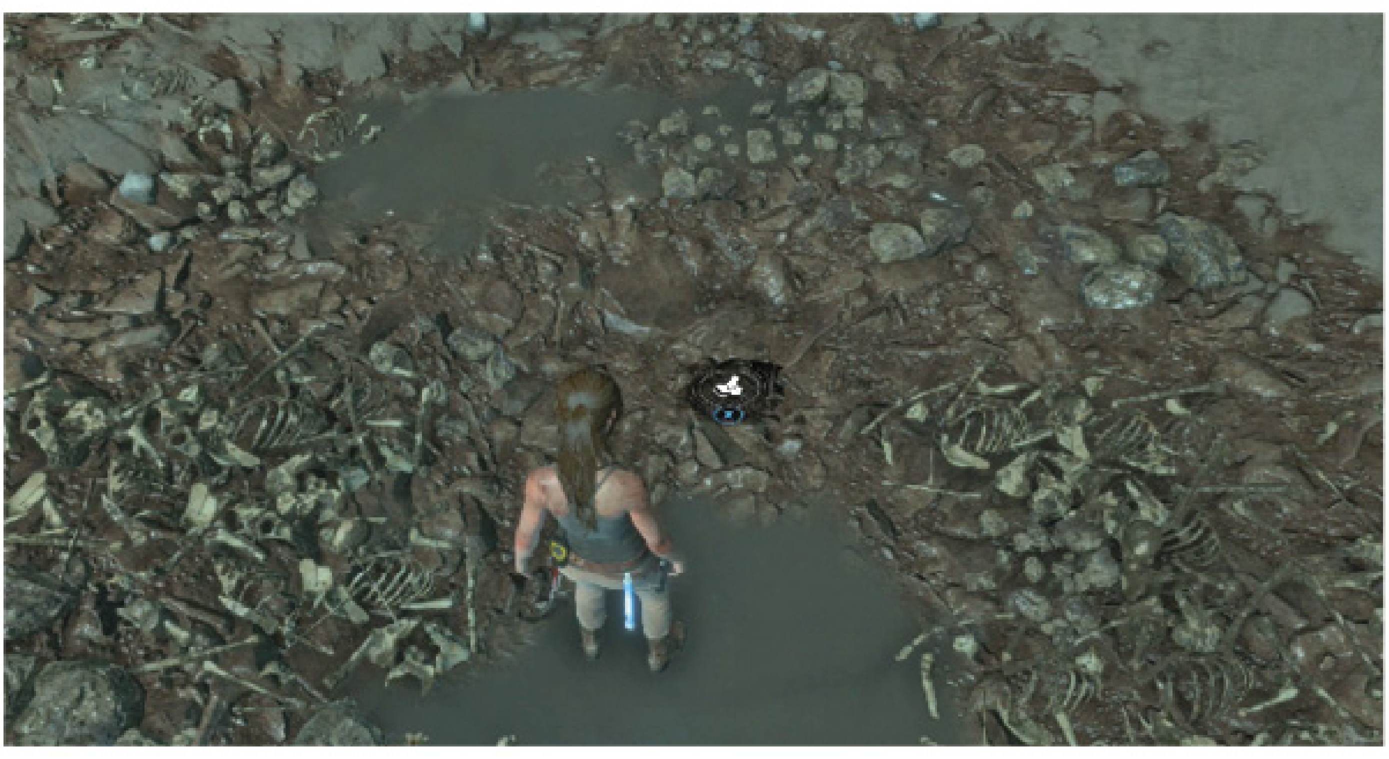
Syrian Tomb Base Camp



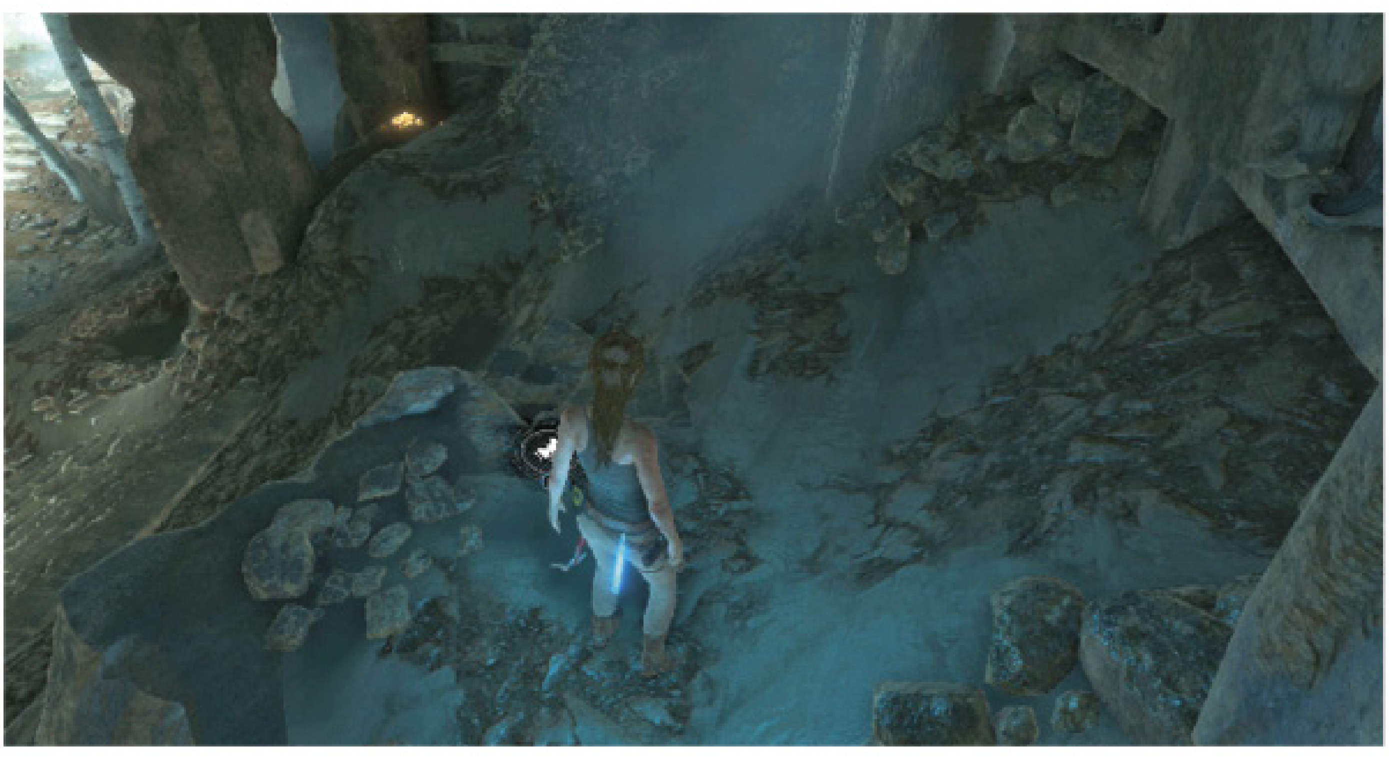
009 SW of Syrian Tomb: A **Relic** is on the ground, near the southern wall. Look for a lower ledge.



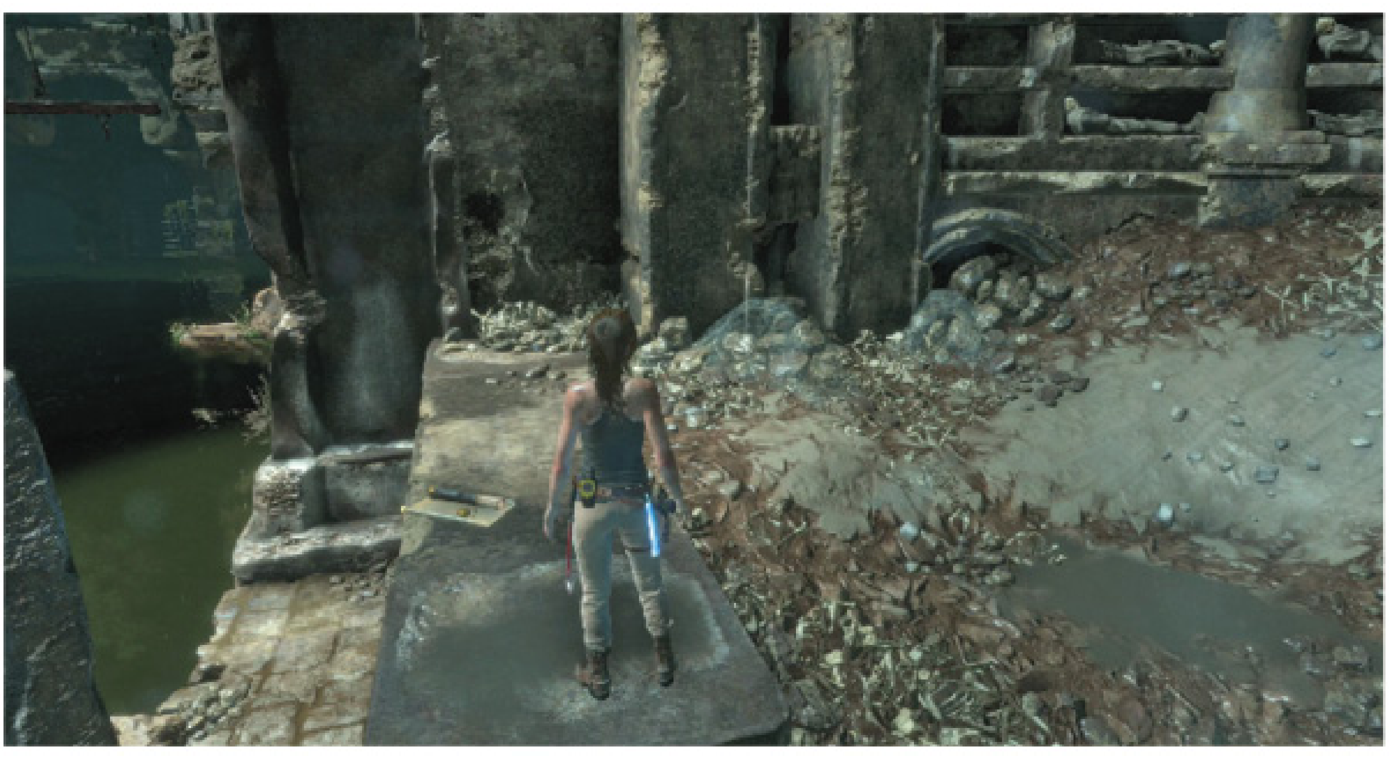
010 Next to Syrian Tomb: A **Document** is very close to camp, around the corner from the fallen pit trap.



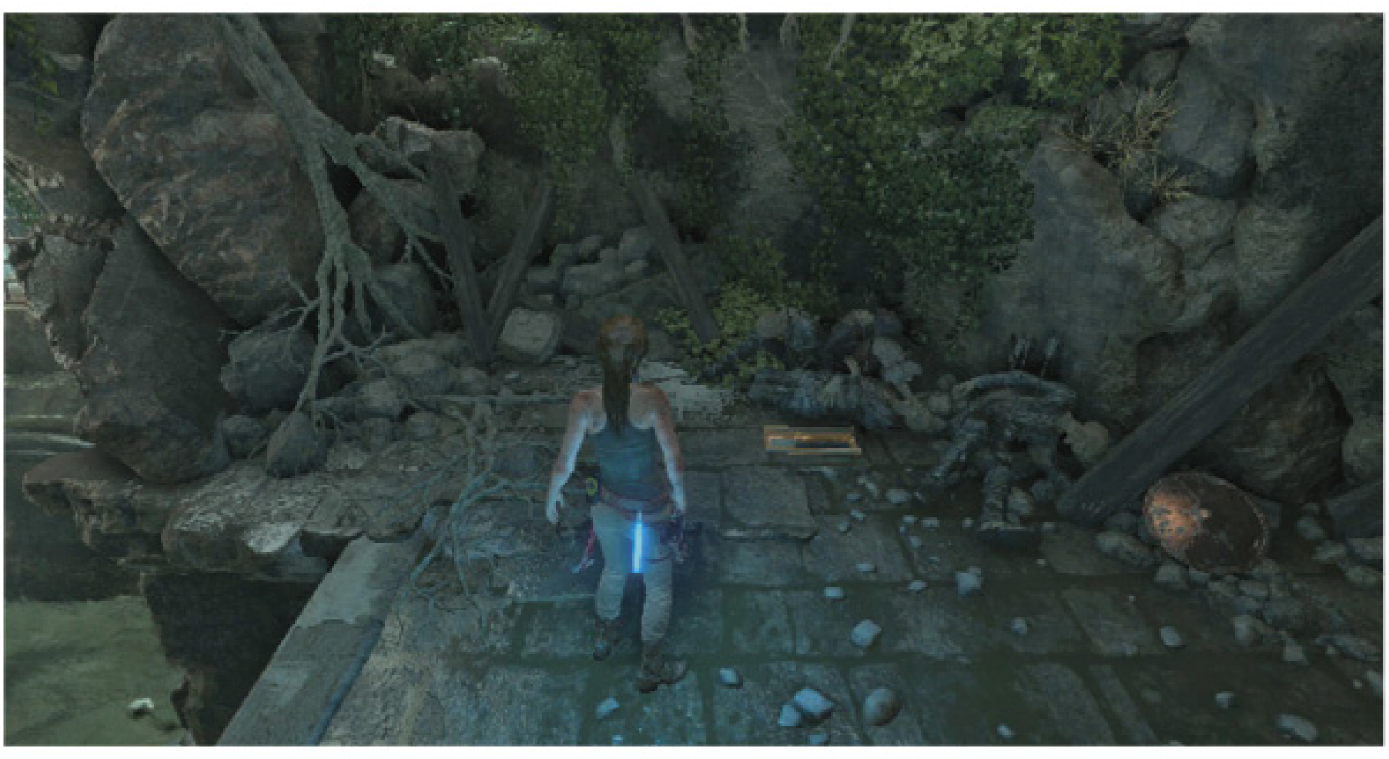
011 N of Syrian Tomb: A **Coin Cache** is on the northern piece of land, almost at the top northern wall of the main room.



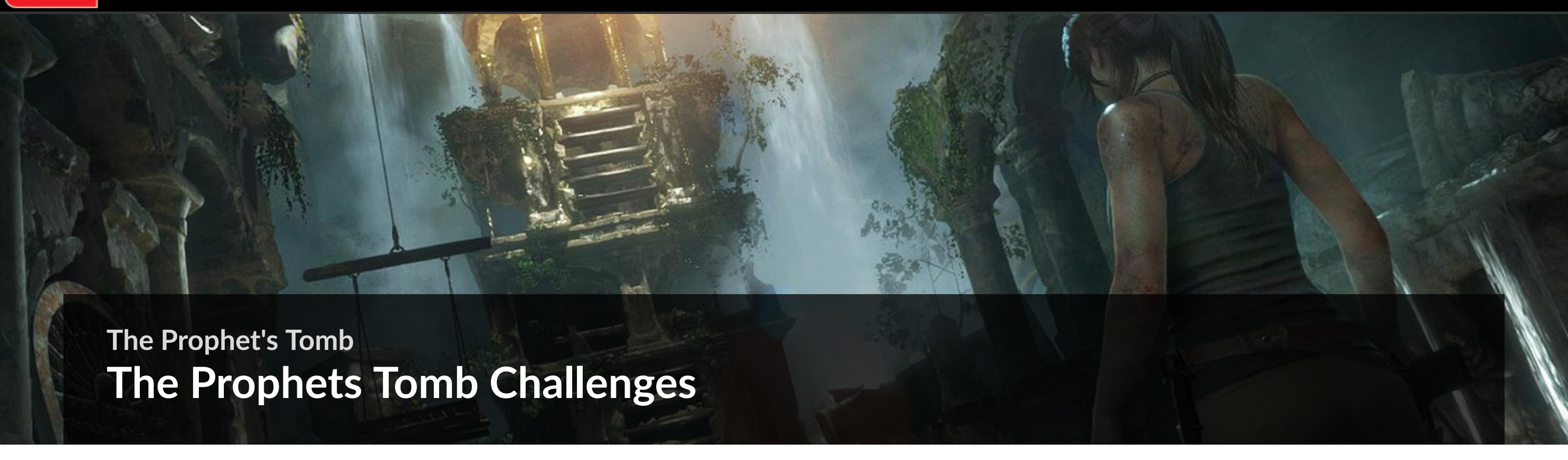
012 E of Syrian Tomb: A **Coin Cache** is on the eastern wall of the large chamber.



013 NW of Syrian Tomb: Look for this **Document** near the base of the pillars that you take to jump away from the tower.

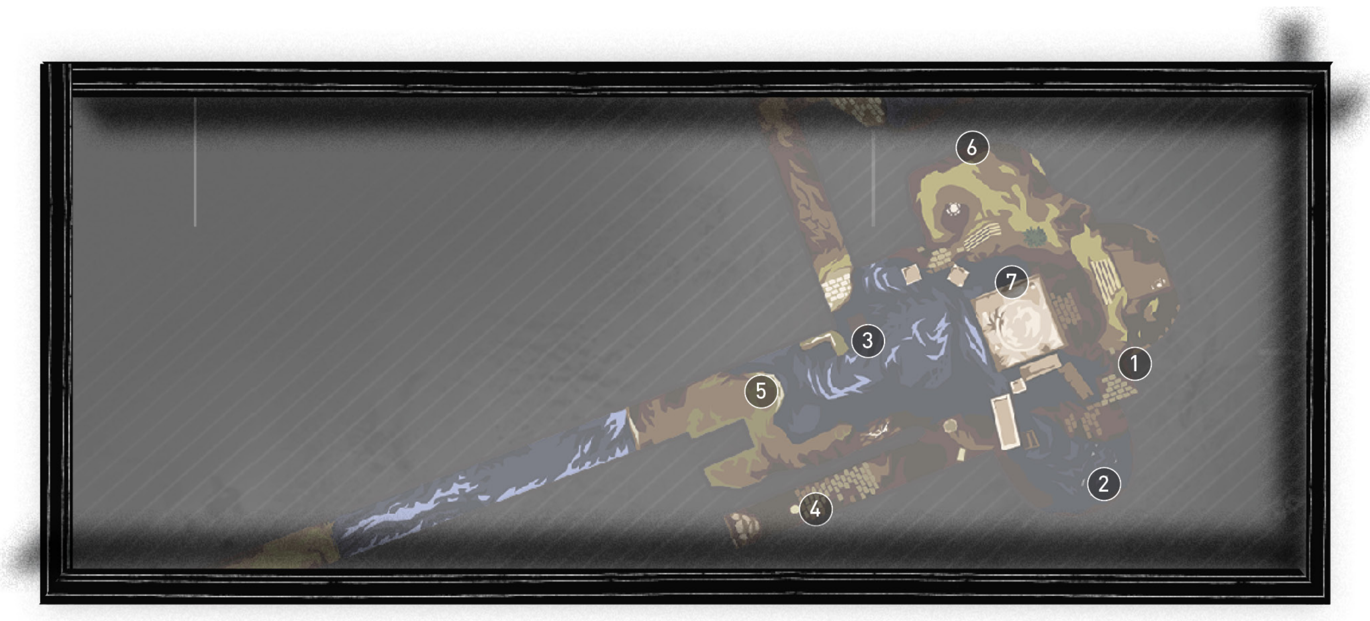


014 Far N of Sywrian Tomb: The last **Document** is in the final room of the map. Search the SW corner of that room for the item.



The Prophet's Tomb

The Prophets Tomb Challenges



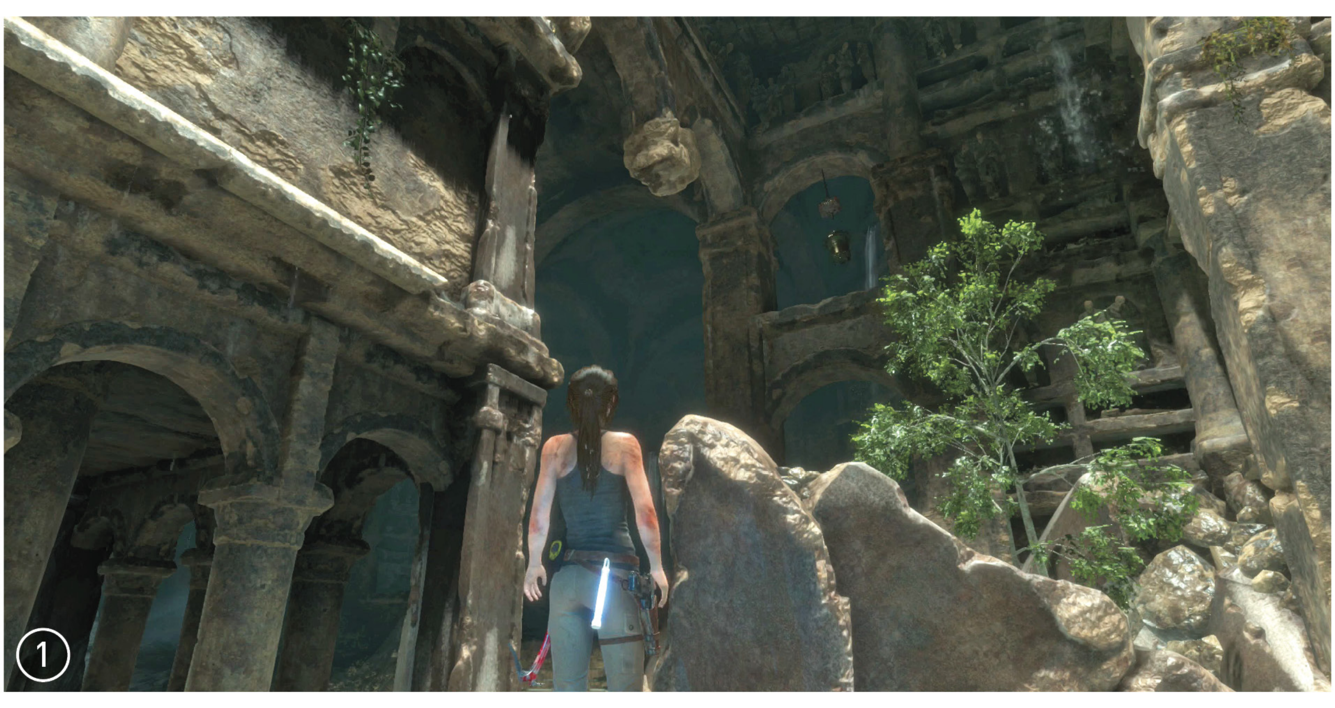
HANG 'EM HIGH

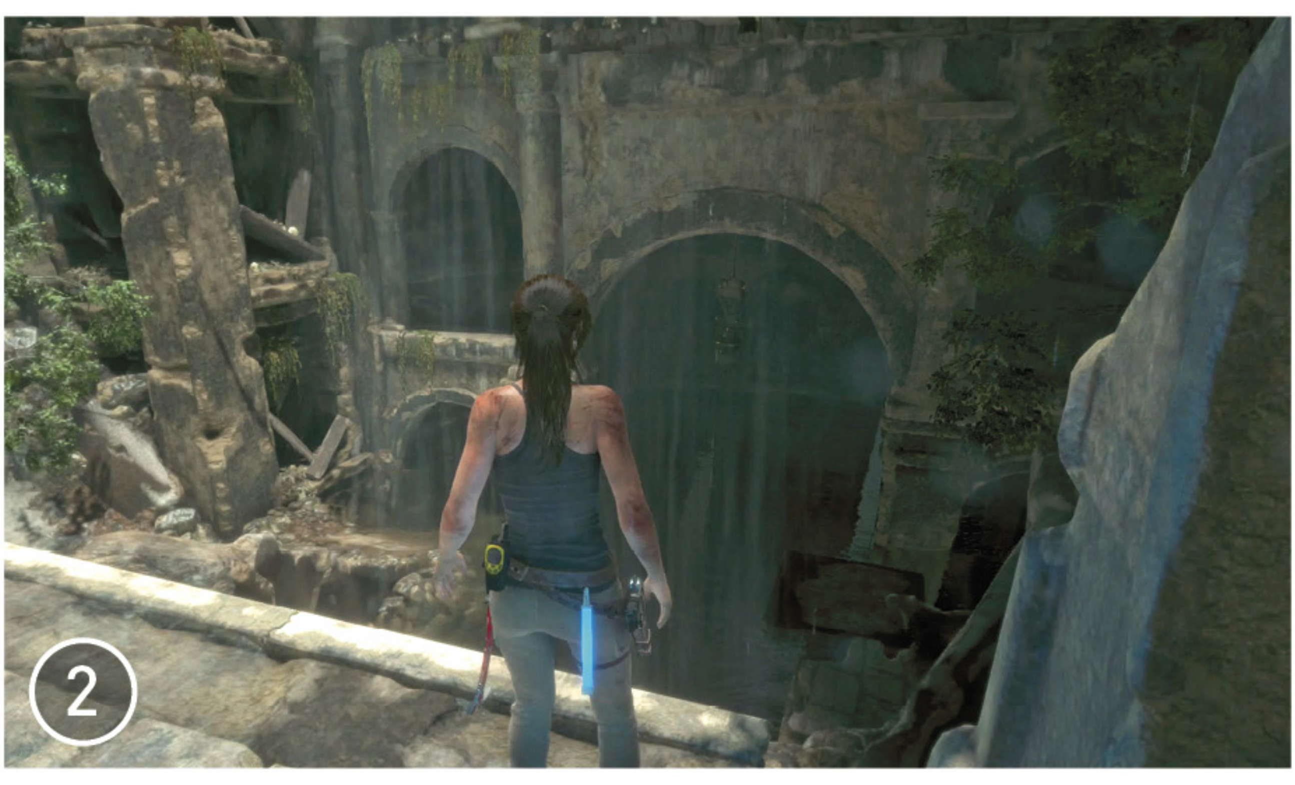
Seven incense burners are hanging from the ceiling in the area around the Syrian Tomb Base Camp. With a few skills to prove your Survival Instincts, they become pretty easy to spot.

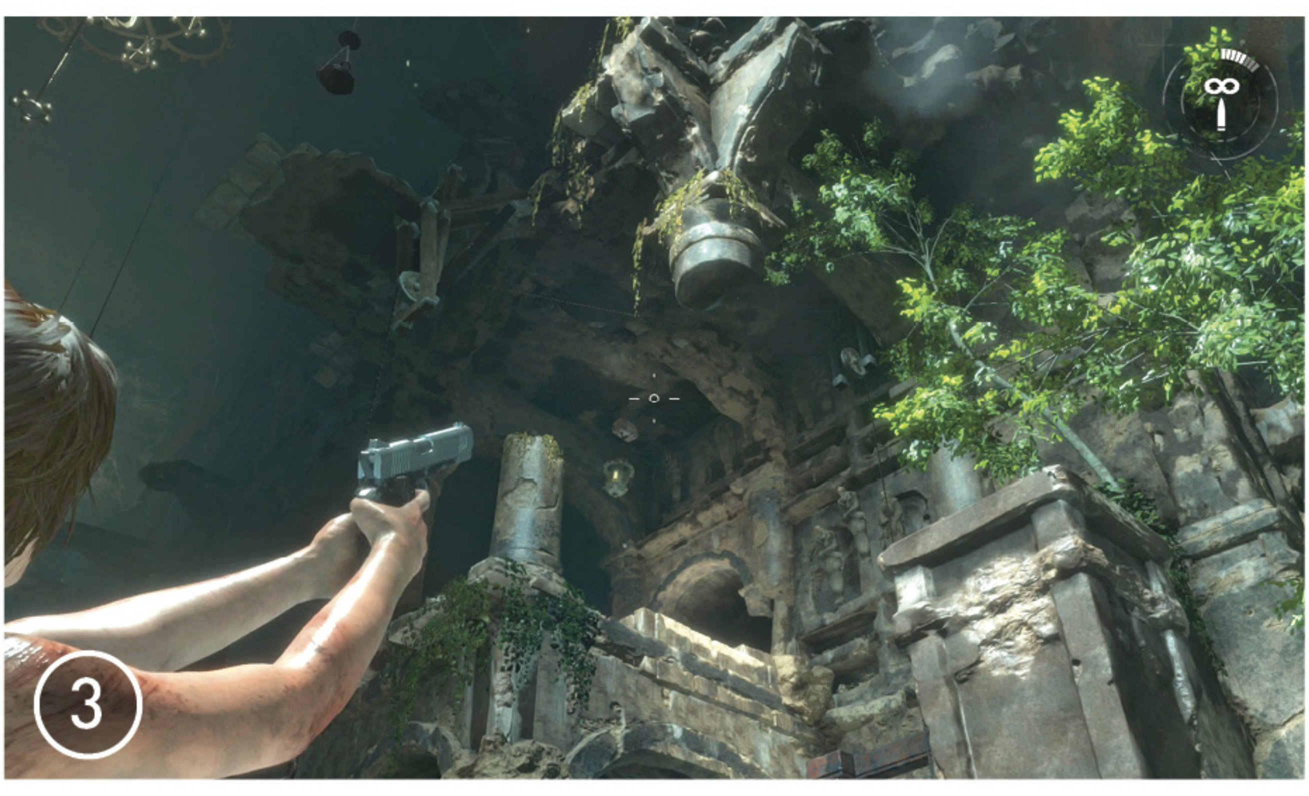
To destroy them, shoot the urns with any ranged weapon. These pictures and the map should make it much easier to locate all of the urns for the challenge even if this is your first time going through the area.

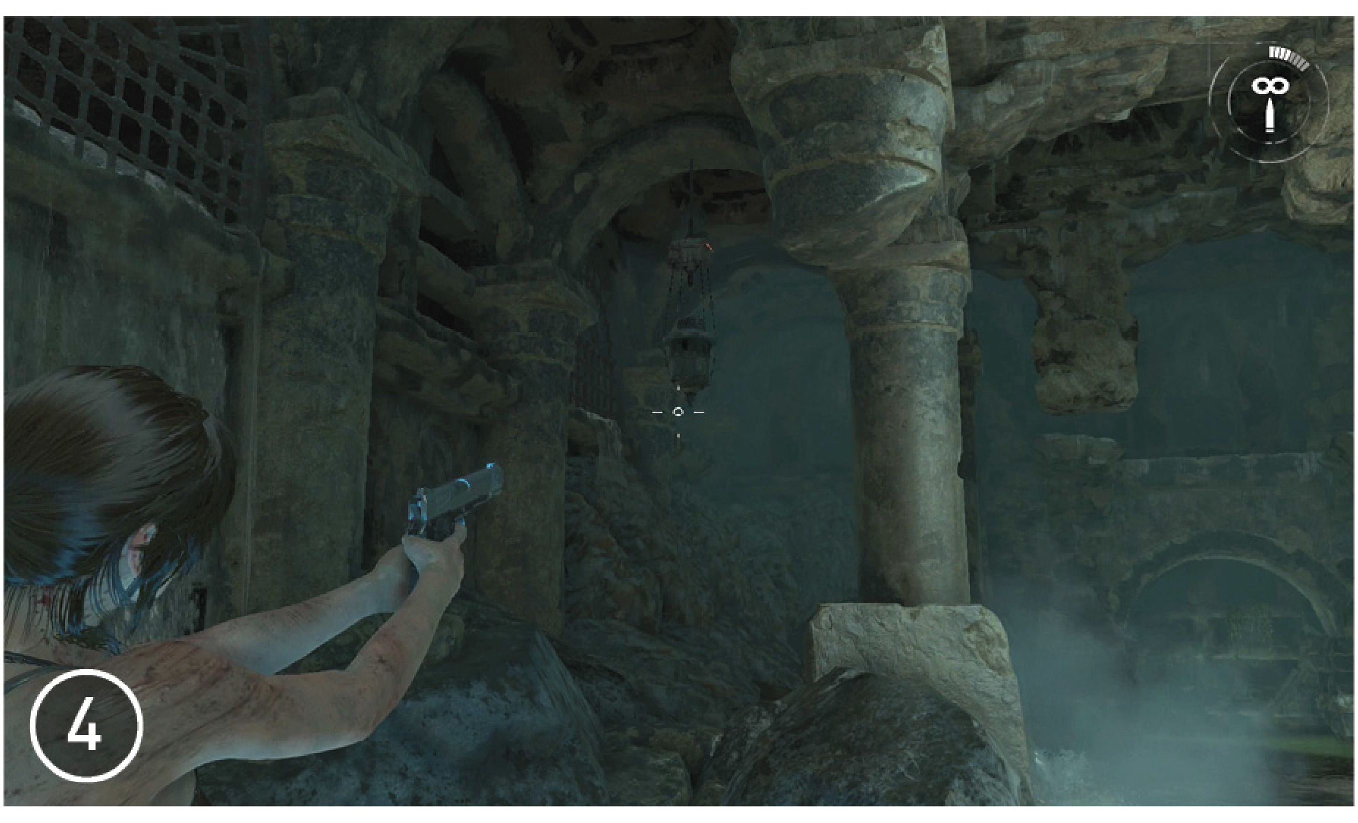
UNEARTHING COIN CACHES

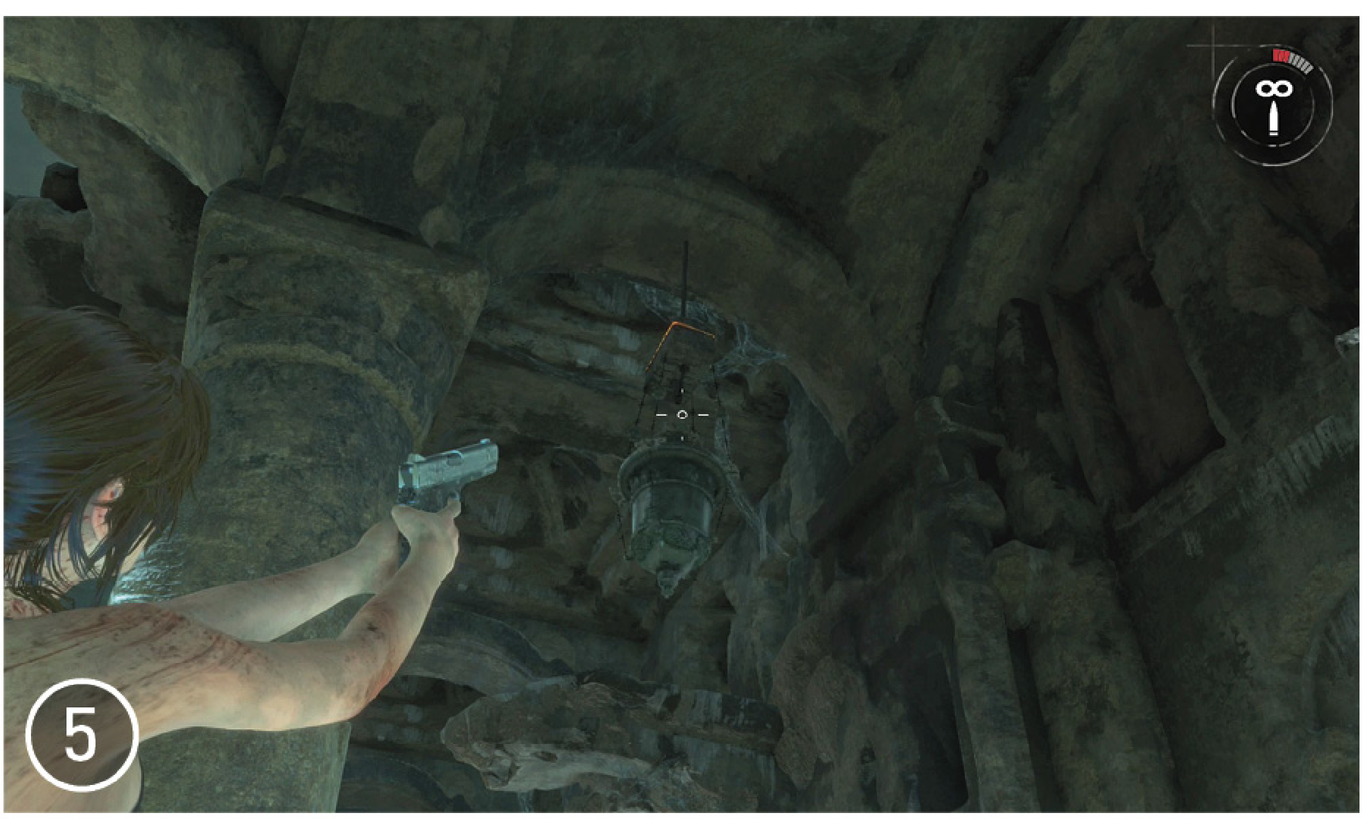
Monoliths are the key to finding Coin Caches (the best source of Coins in the game; they're the only way that you can purchase special goods from the Supply Shack). If you see a tall stone monument, that's a Monolith. Approach it and Interact with the structure. Each Monolith requires a certain level of Greek, Russian, or Mongolian language skill to decipher. If your level is high enough, it's possible to use the Monolith to detect the Coin Caches that are associated with it. Otherwise, you need to work on the language that is shown. Improve your languages by collecting Relics and Documents throughout the world.

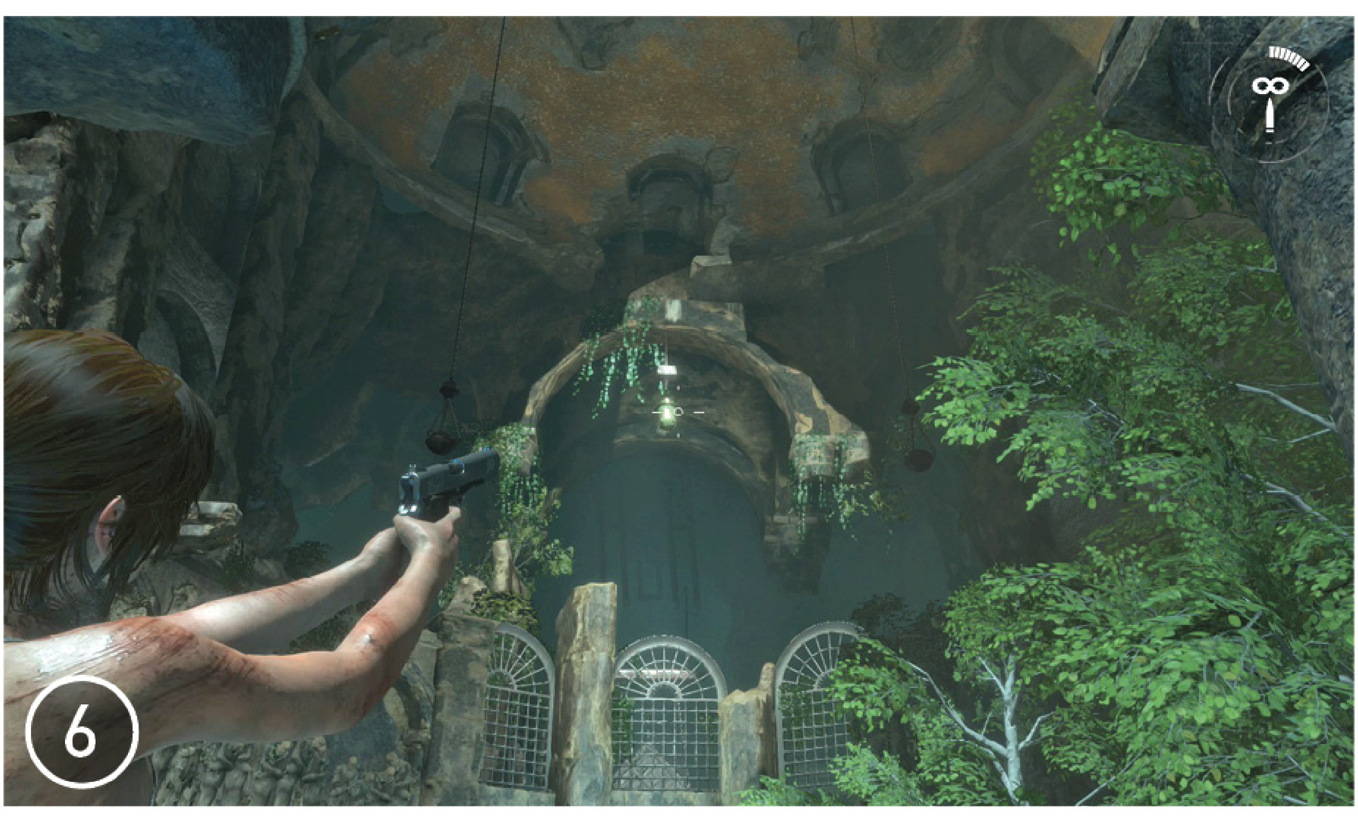


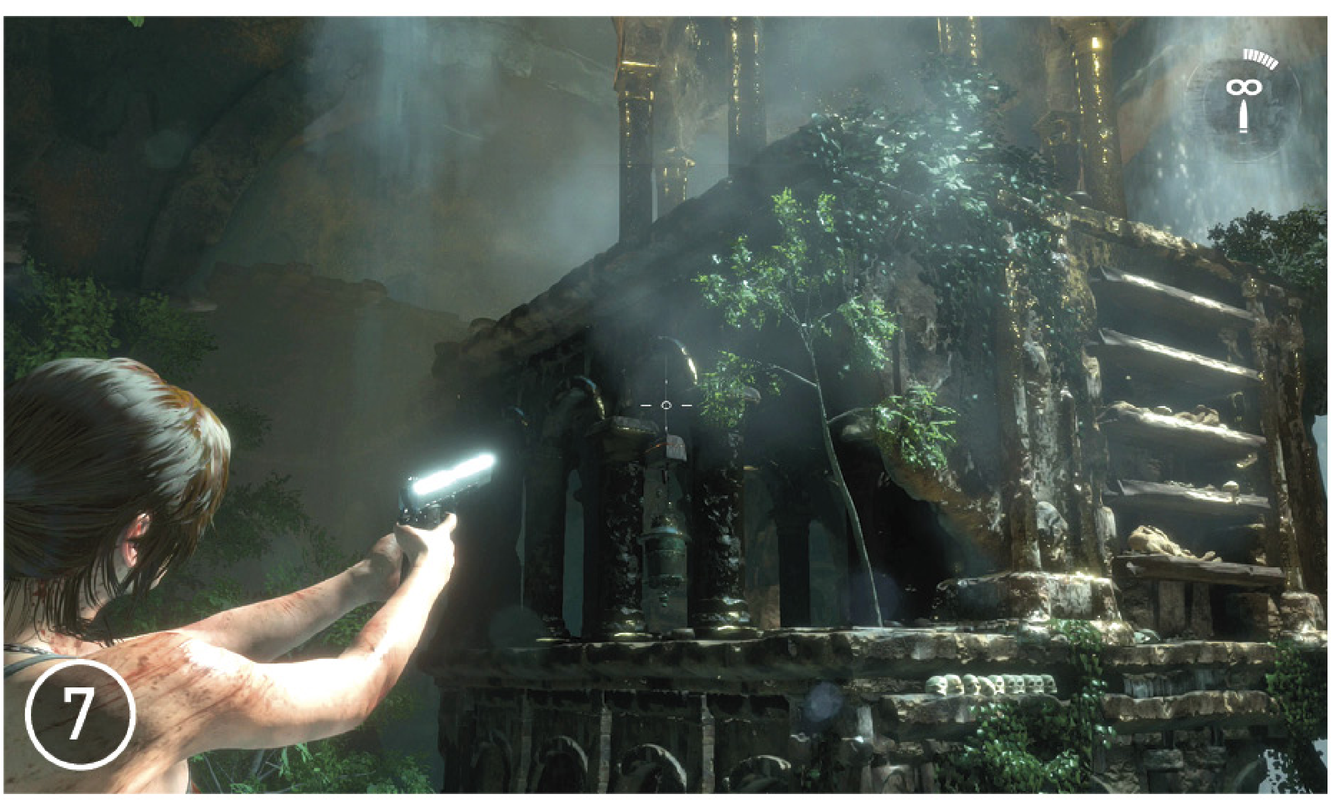


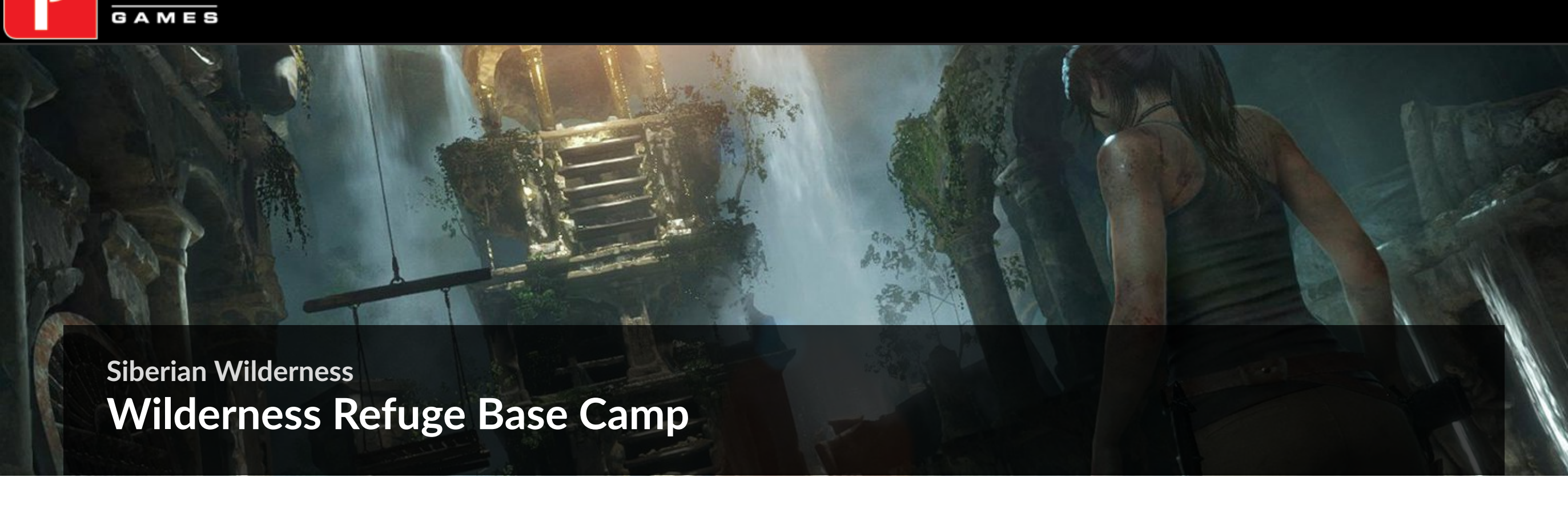






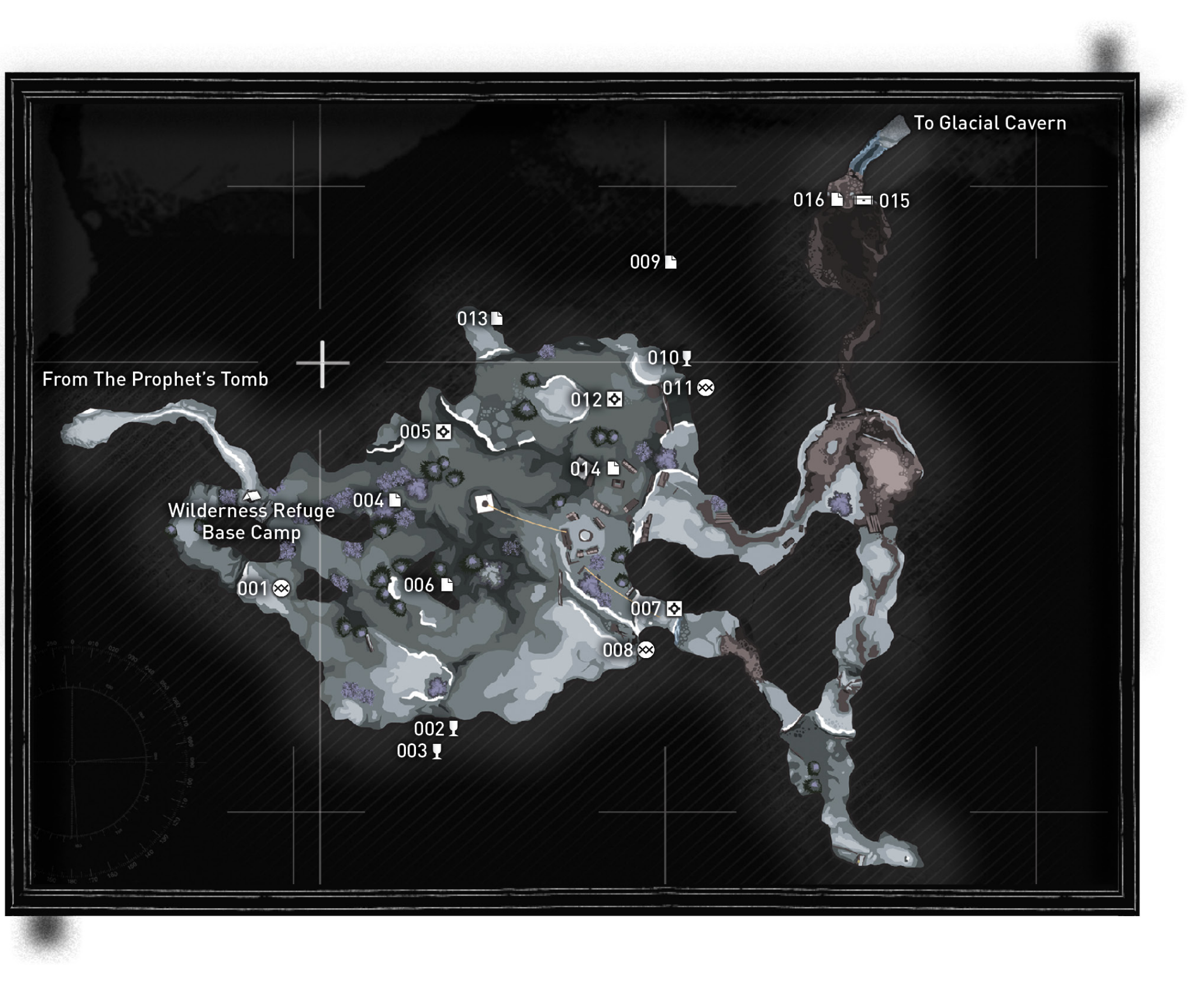


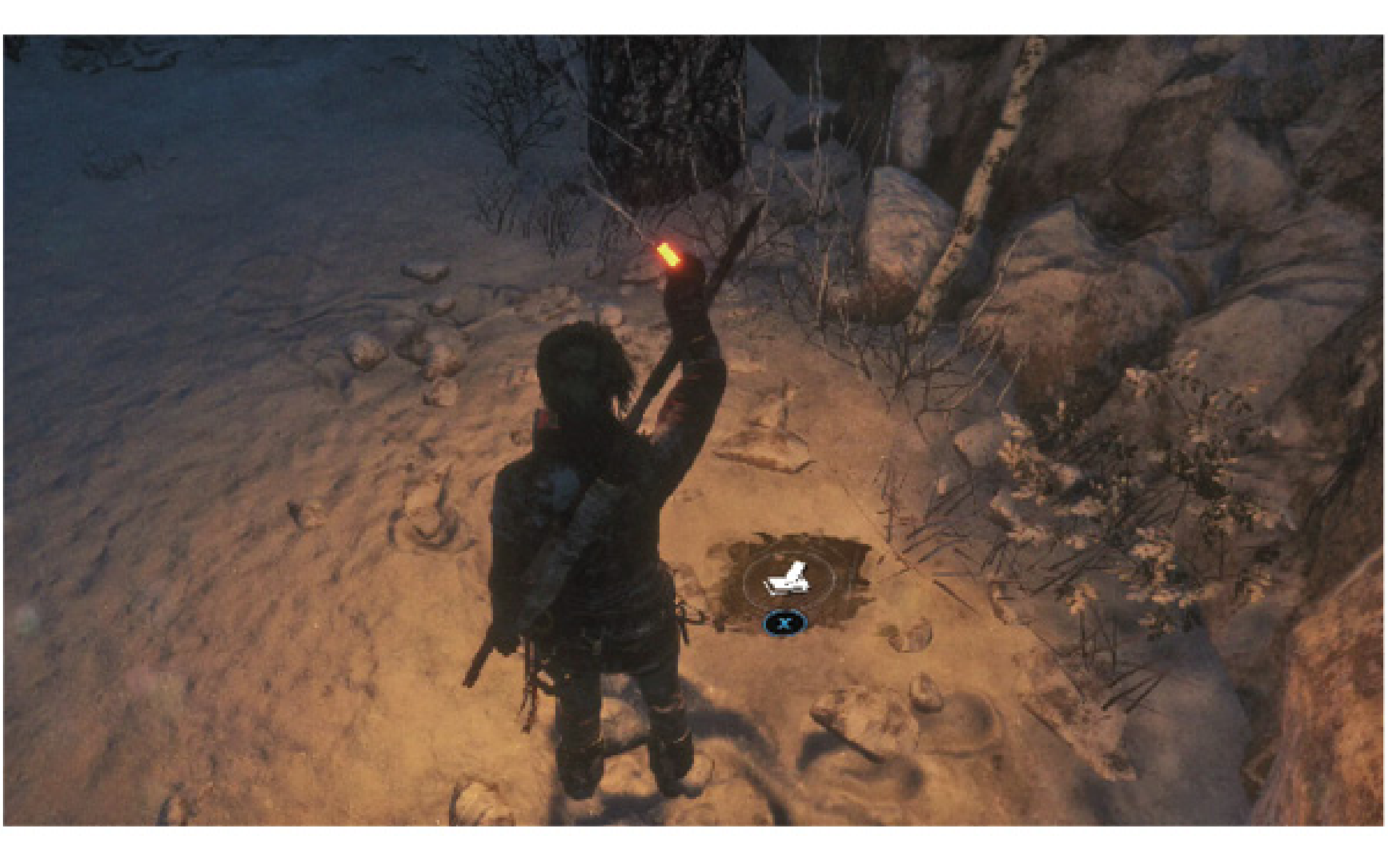




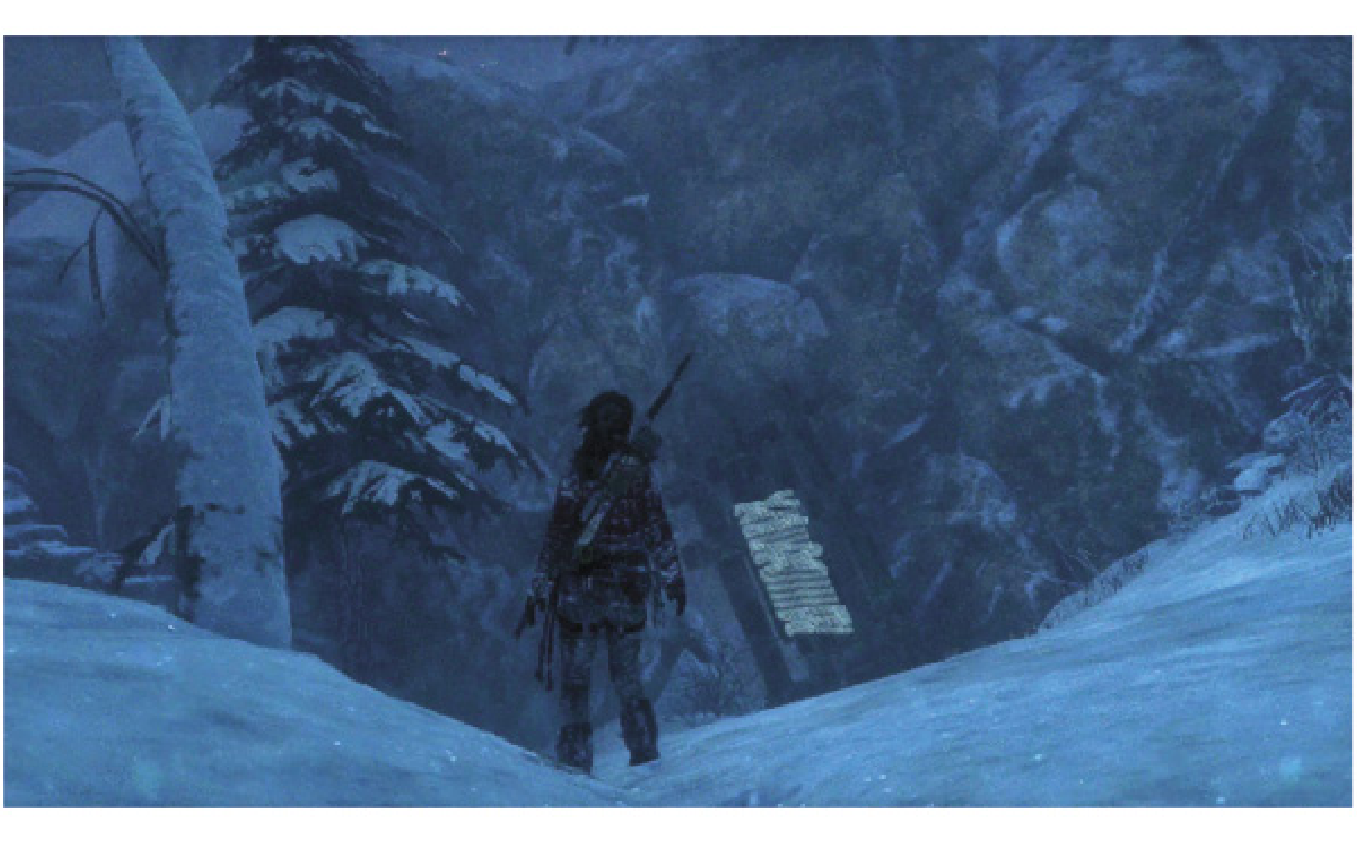
Siberian Wilderness

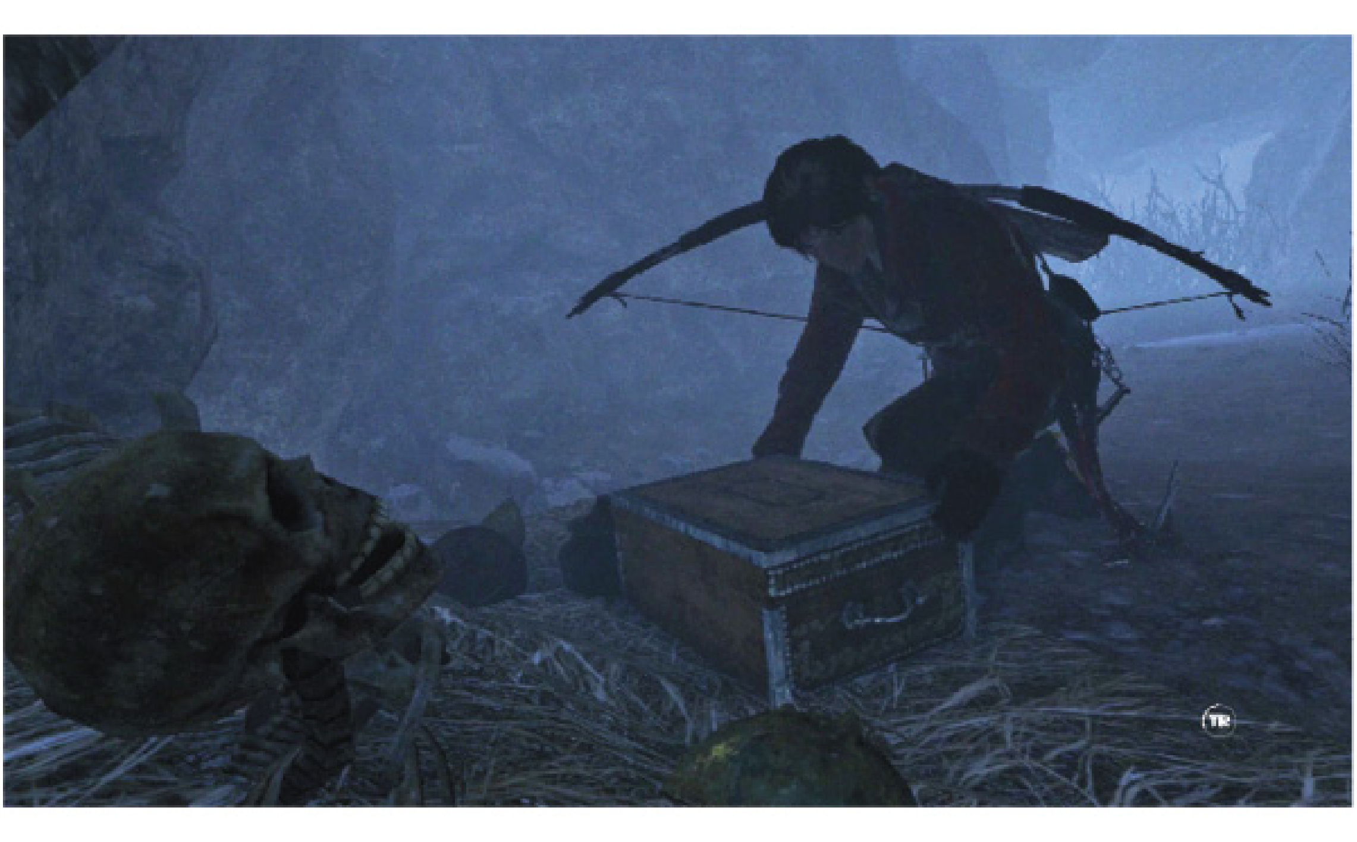
Wilderness Refuge Base Camp



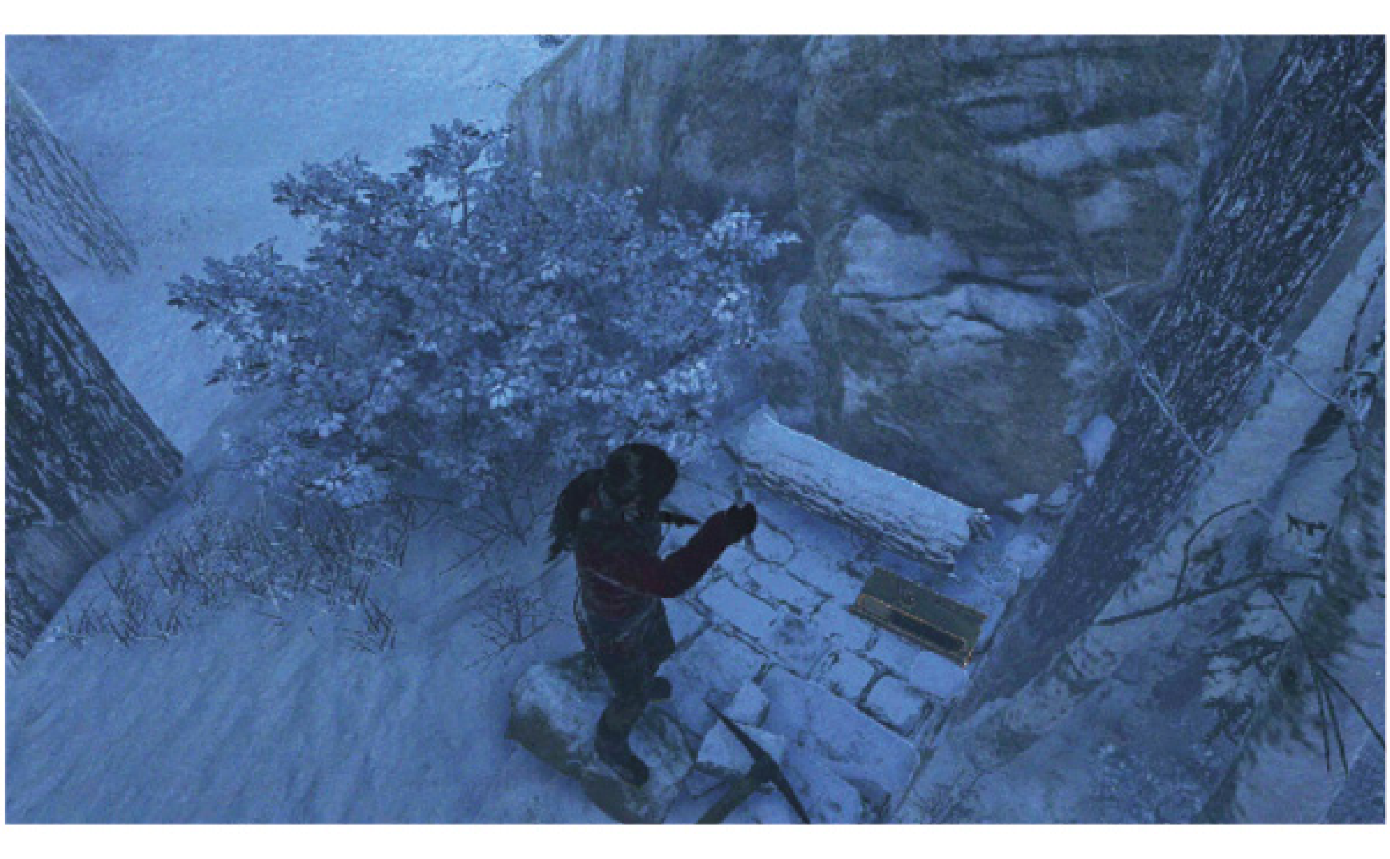


001 S of Wilderness Refuge: There is a **Coin Cache** by the small cliff. Dig in the dirt to uncover the Coins when you get close to them.

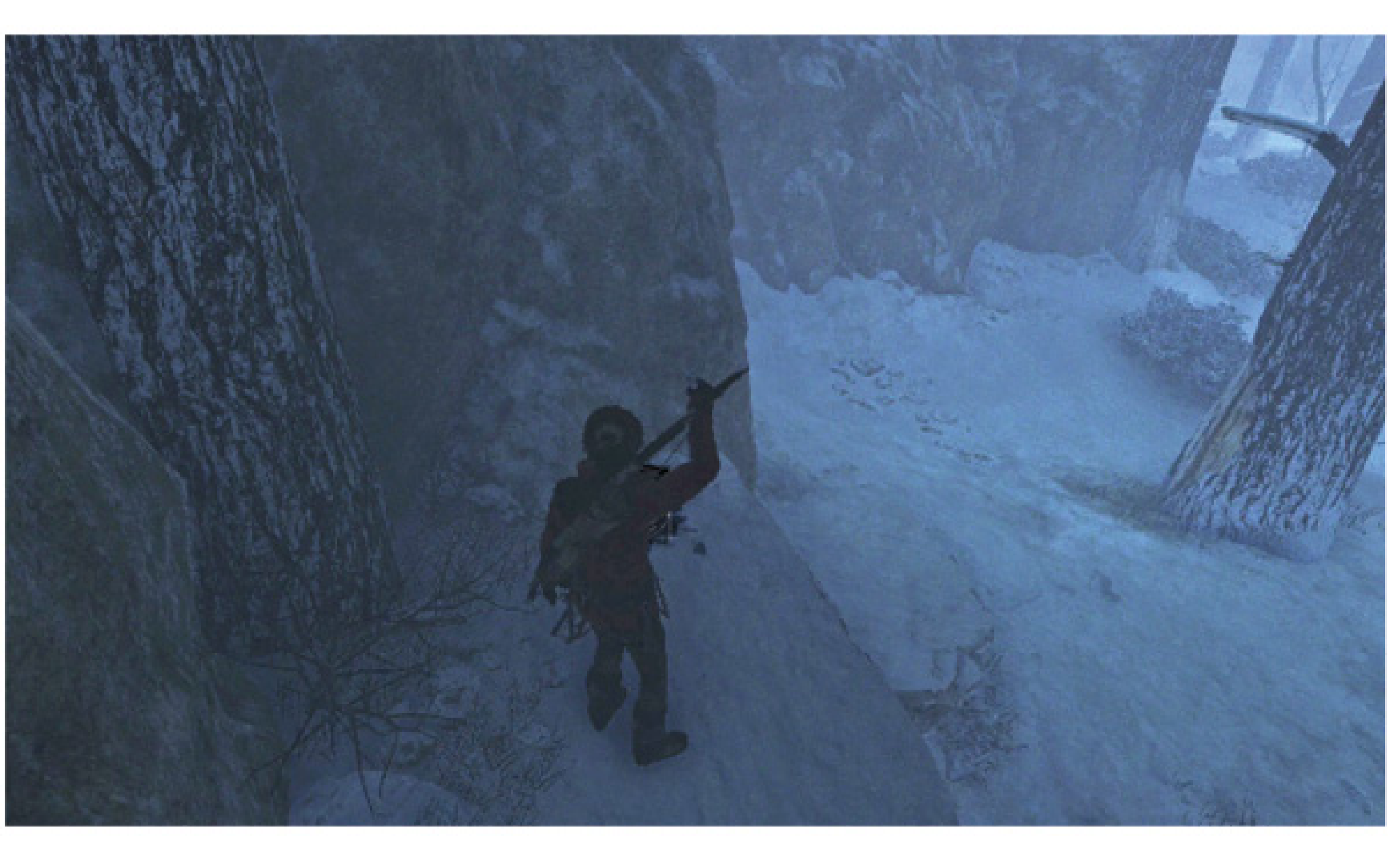




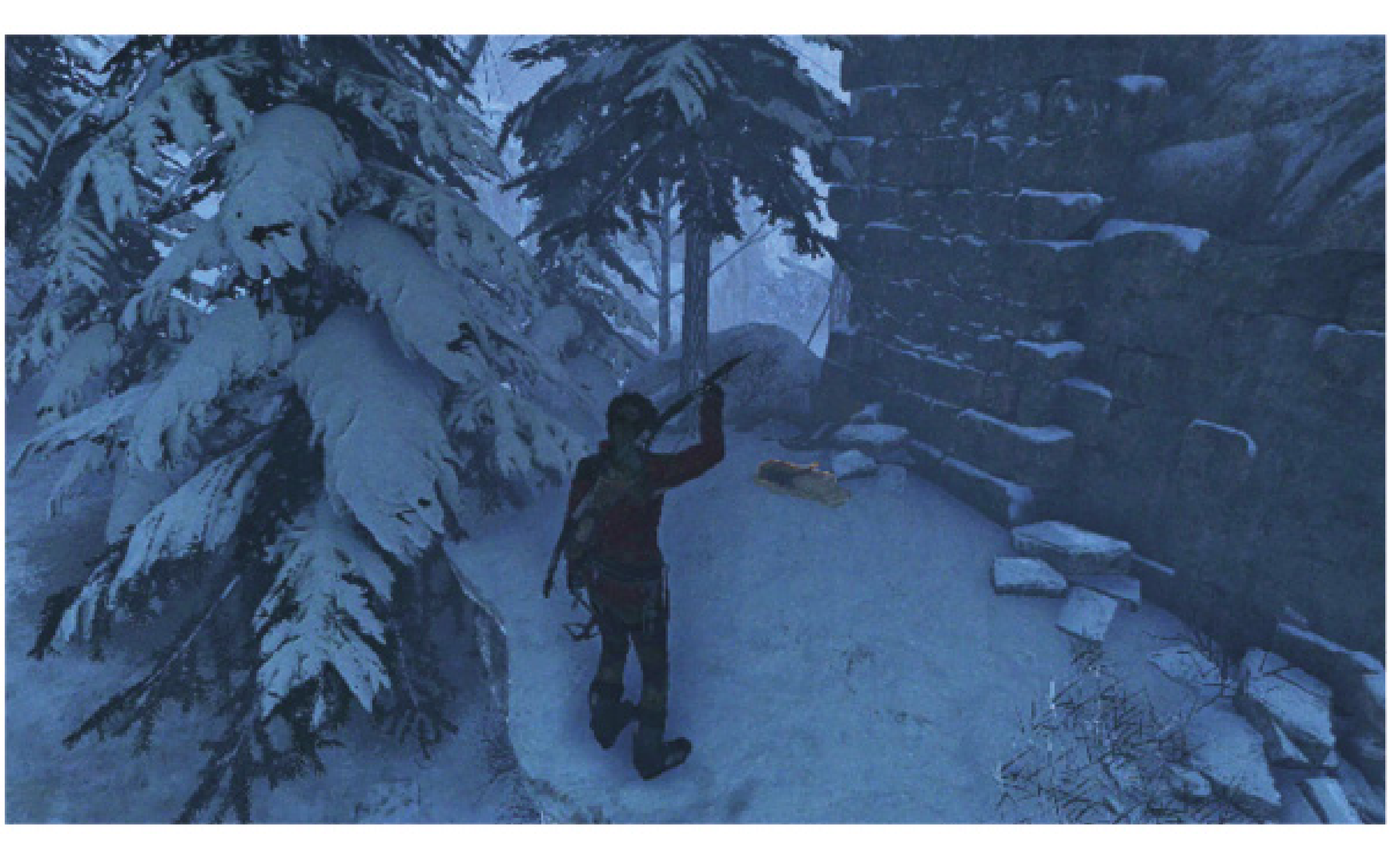
002 **003** Far SE of Wilderness Refuge: There are two caves in the area with **Relics** inside of them. One requires Lara to have a Rope, which you cannot get until later in the game.



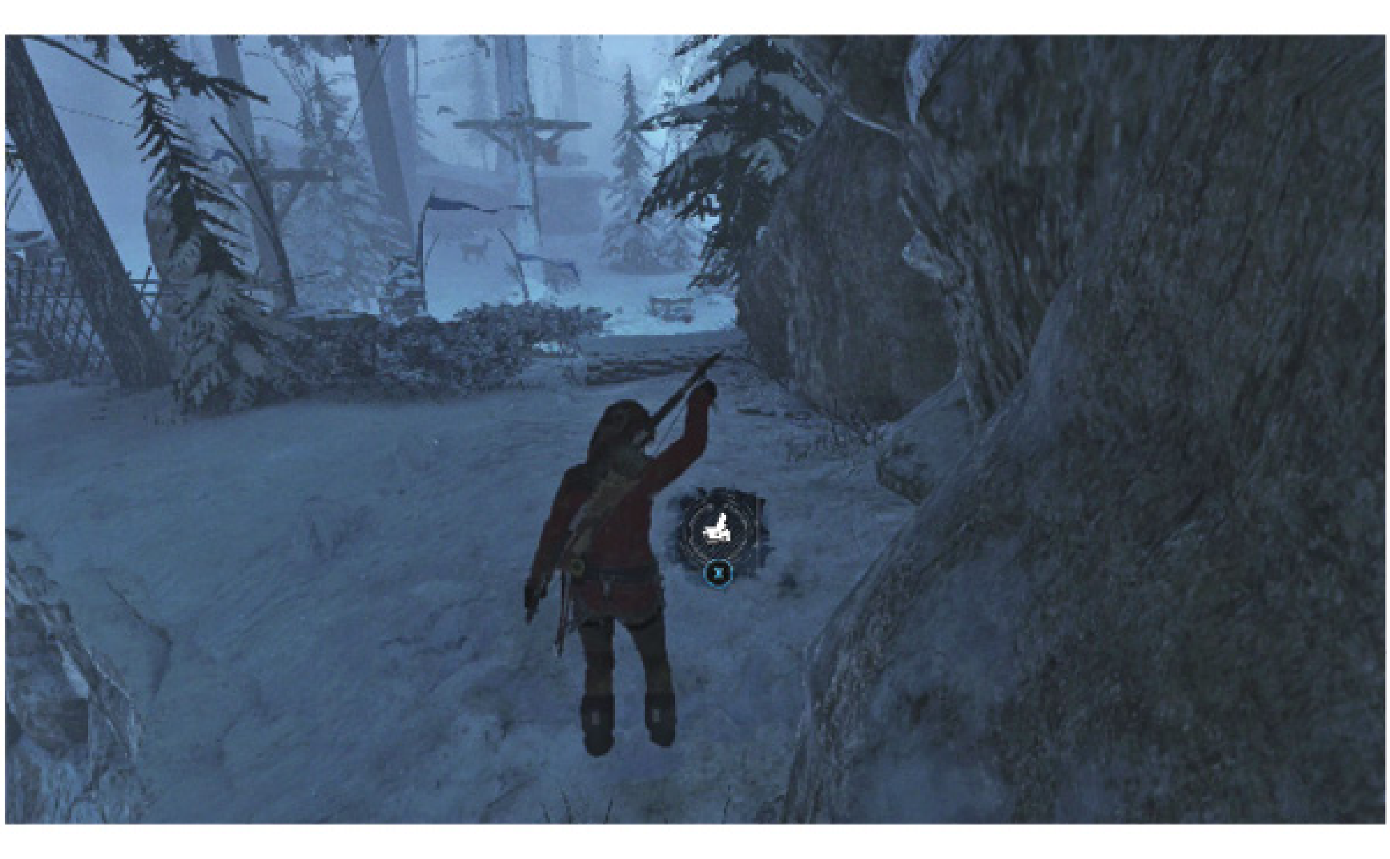
004 E of Wilderness Refuge: Look on a raised ledge for a Russian **Document**. Climb onto the trees and vault between them to reach this raised area.



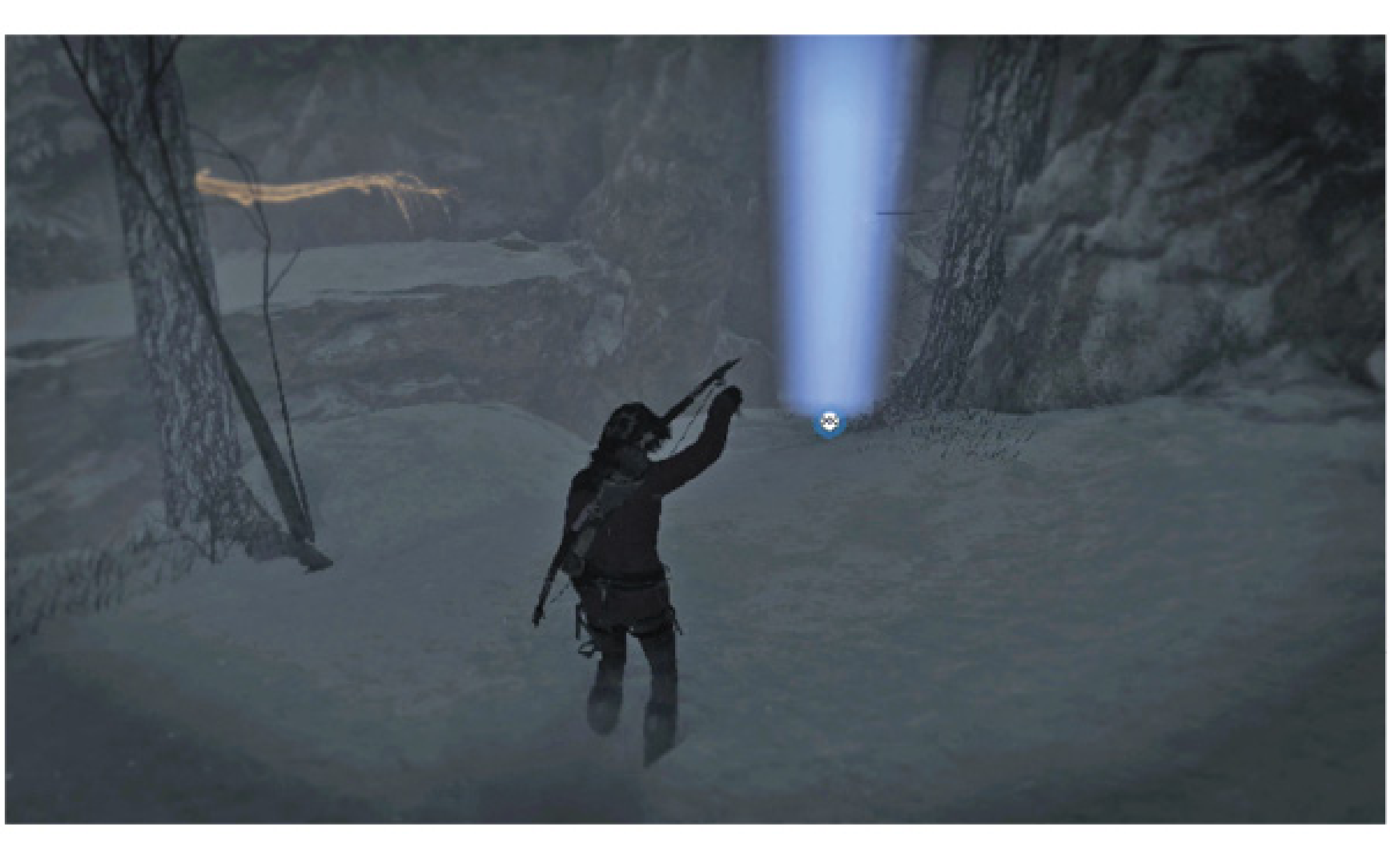
005 N of Wilderness Refuge: There is a **Survival Cache** on an upper ledge. Follow the cliff walls to find this.



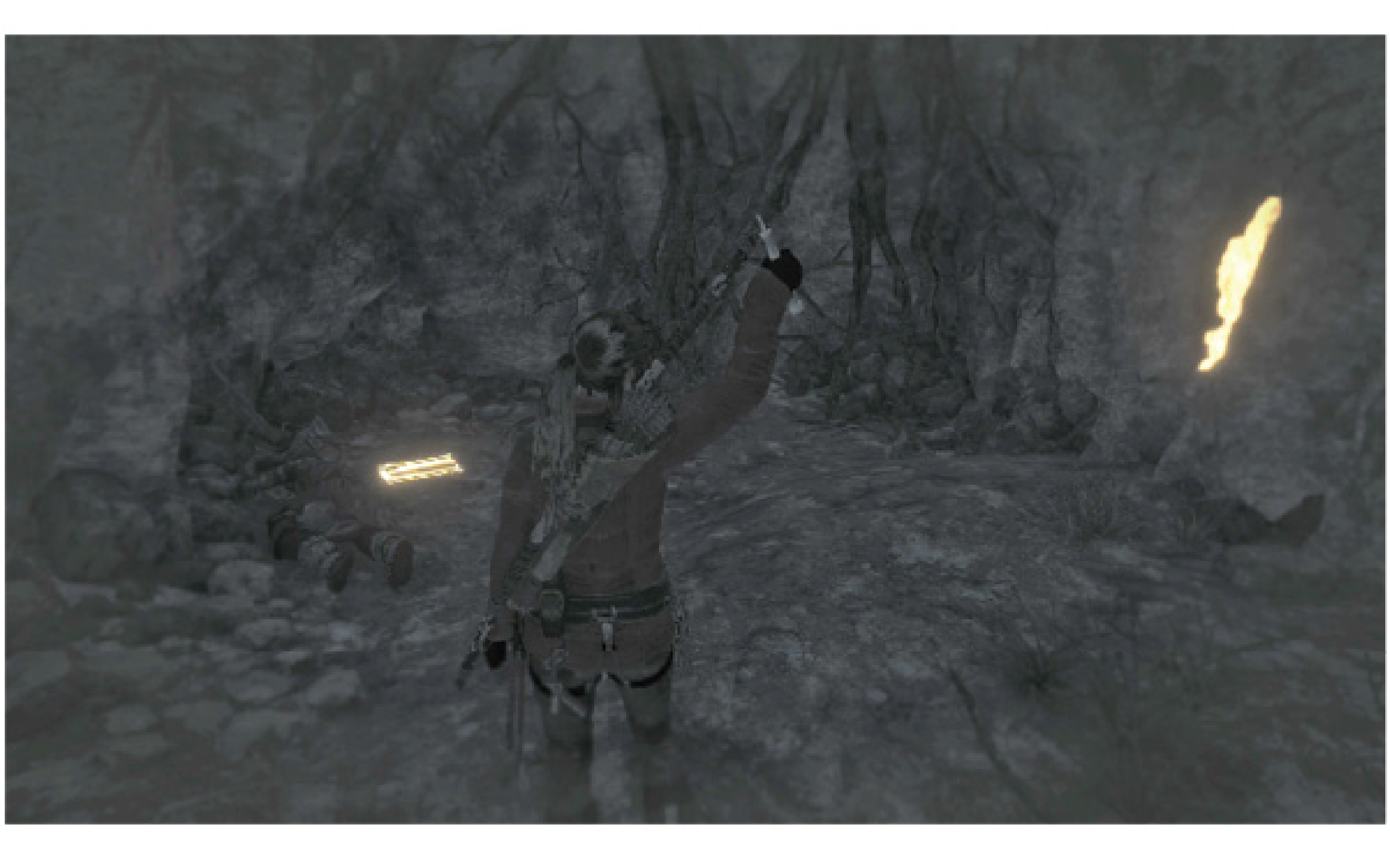
006 SE of Wilderness Refuge: Another **Document** is on a ledge not far from the path.



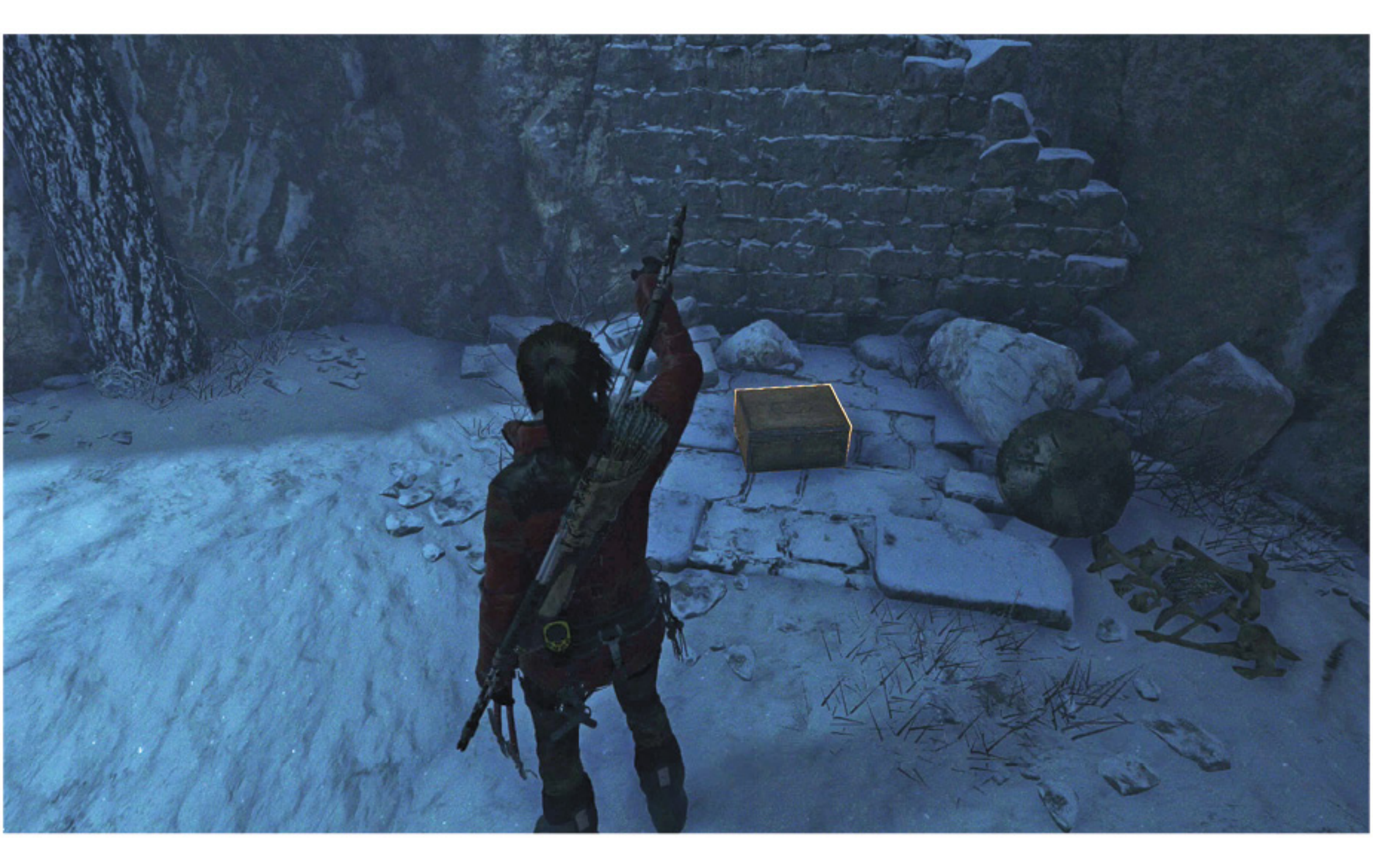
007 Far E of Wilderness Refuge: Across a small chasm on the southeastern part of this area, there is a **Survival Cache** hidden in the snow.



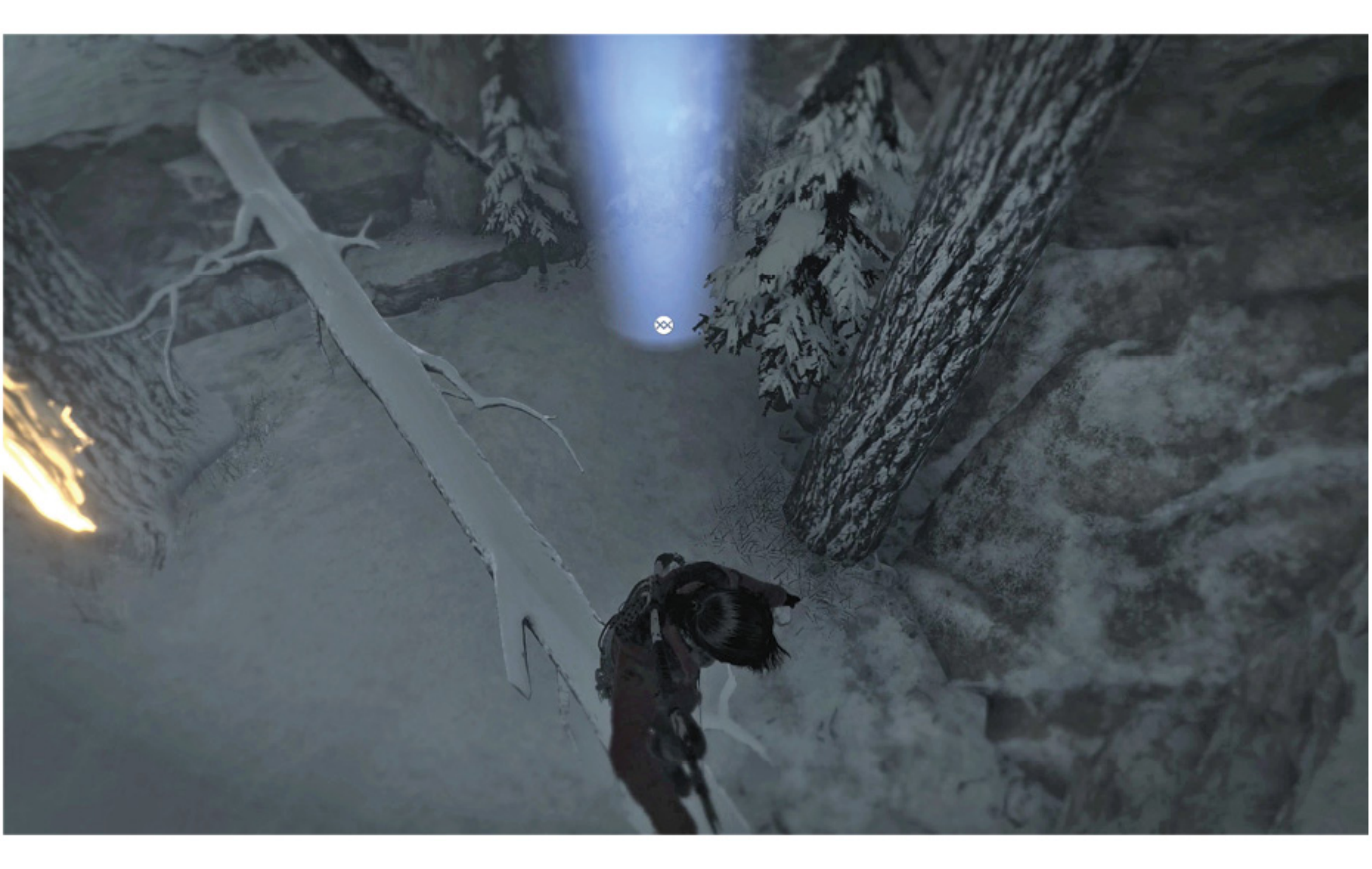
008 Far E of Wilderness Refuge: Across the gap from the last cache, you find a **Coin Cache** as well. It's on the very edge of the gap.



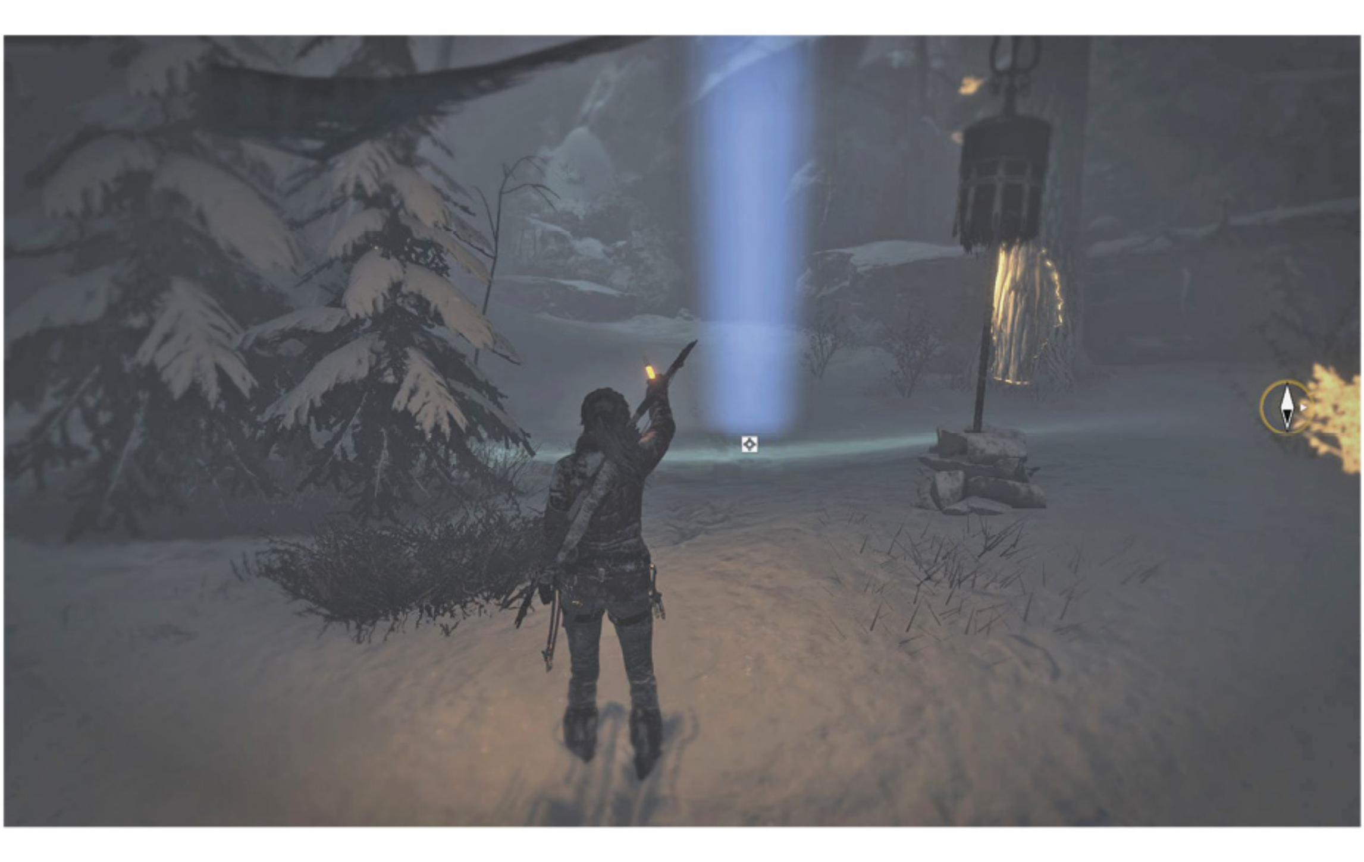
009 Far NE of Wilderness Refuge: Along the northern wall of the map there is another Cave; a Russian **Document** is inside of it.

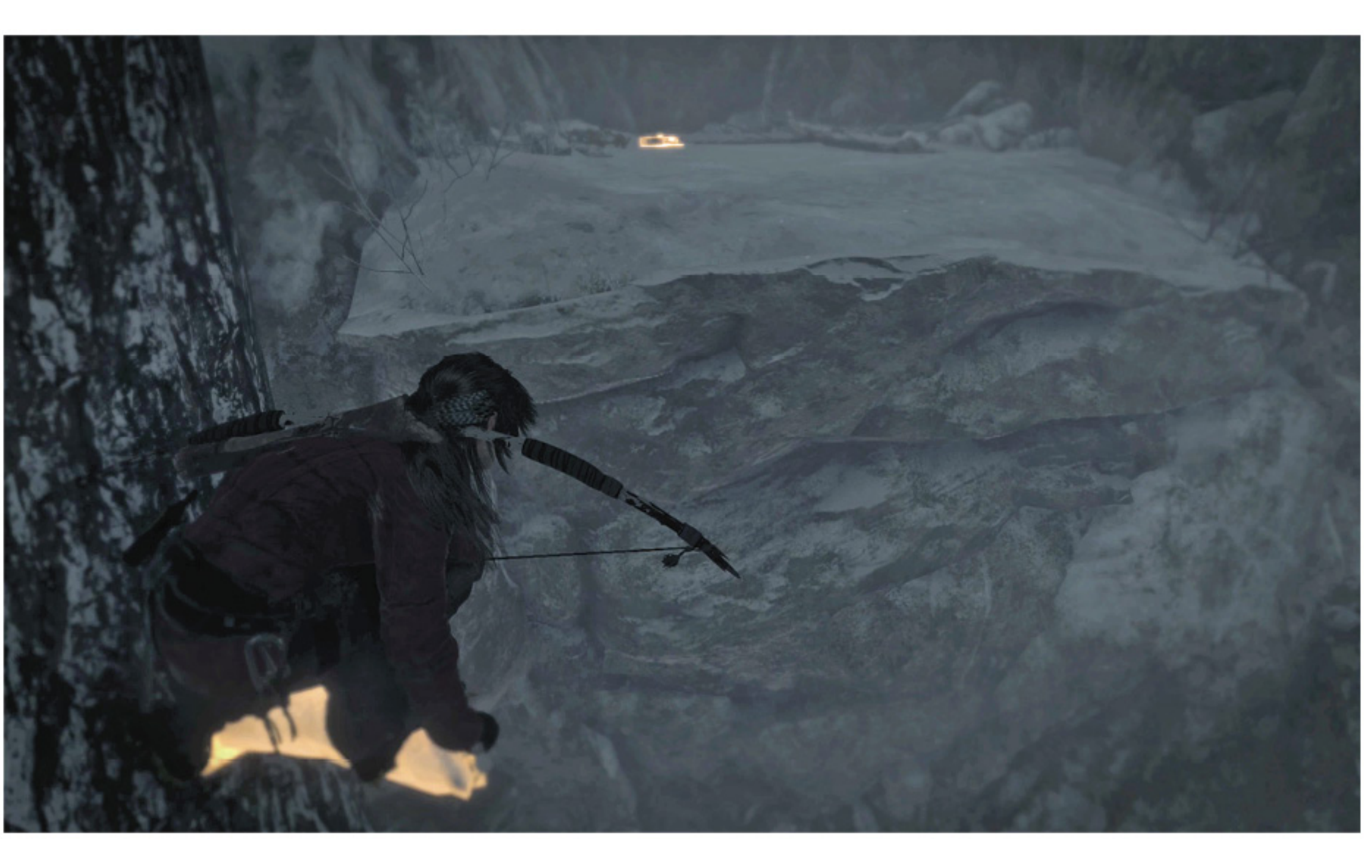


010 Far NE of Wilderness Refuge: Close to the Cave mentioned above is a **Relic**. It's outside, on a small ledge.

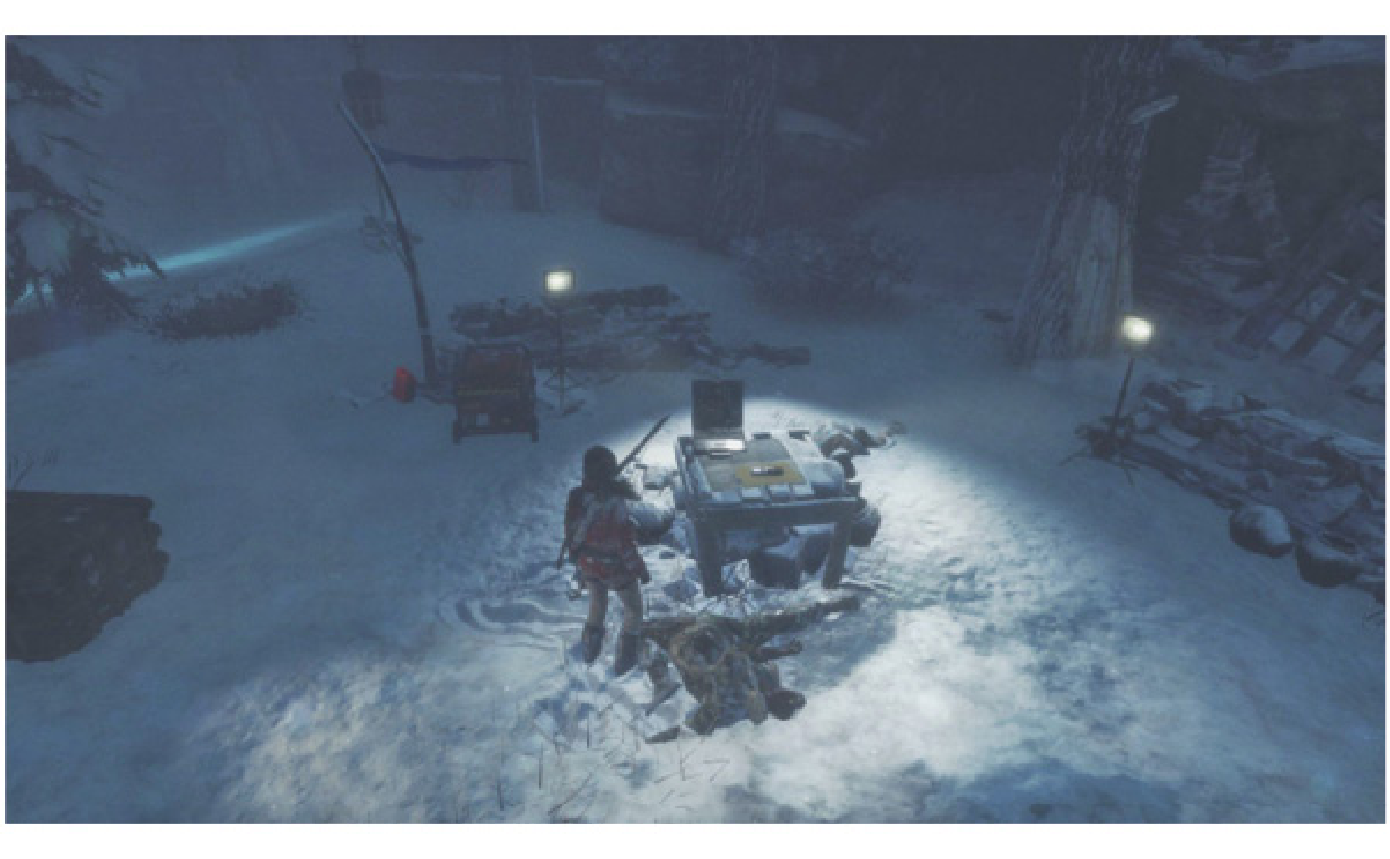


011 Far NE of Wilderness Refuge: Search the eastern wall near the last Relic. You find a **Coin Cache**, at ground level.

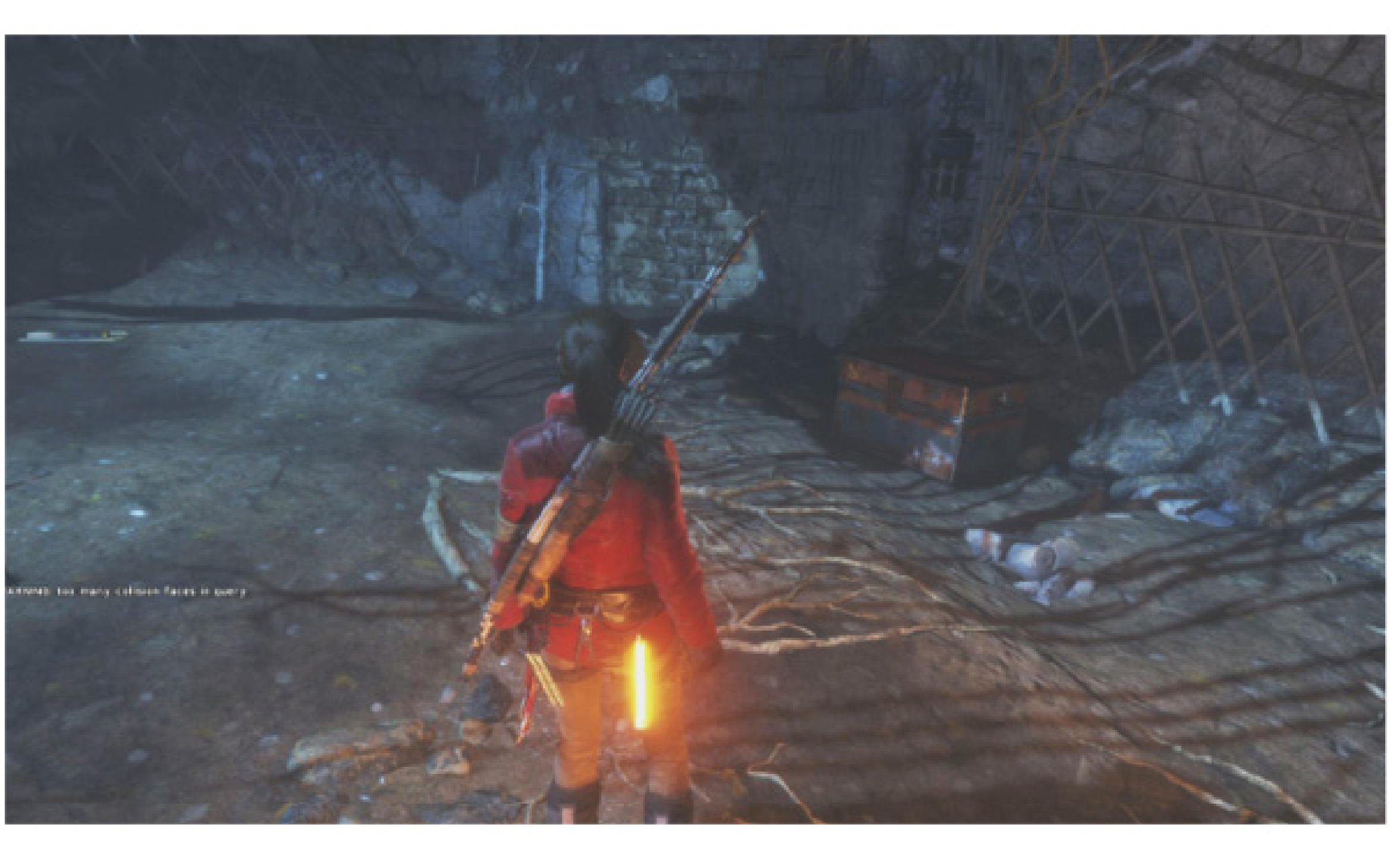




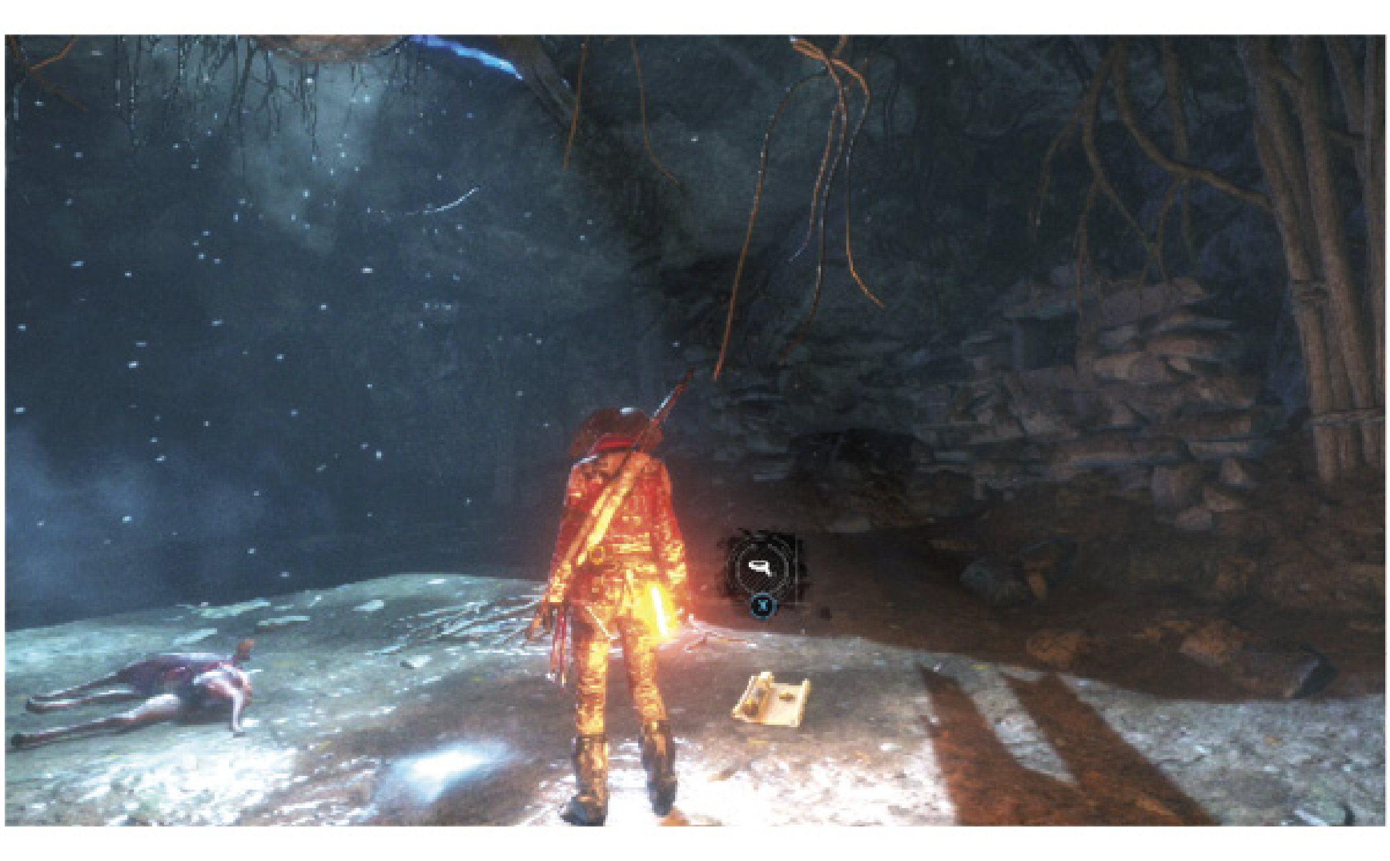
012 **013** E by NE of Wilderness Refuge: South of a cave entrance you find a **Survival Cache** buried in the snow. It's close to a wooden pole.Far NE of Wilderness Refuge: To the west of the last Cave is a tall ledge that is hard to reach; climb onto a tree branch and leap over to the ledge. When you're there, look for a Mongolian **Document**.



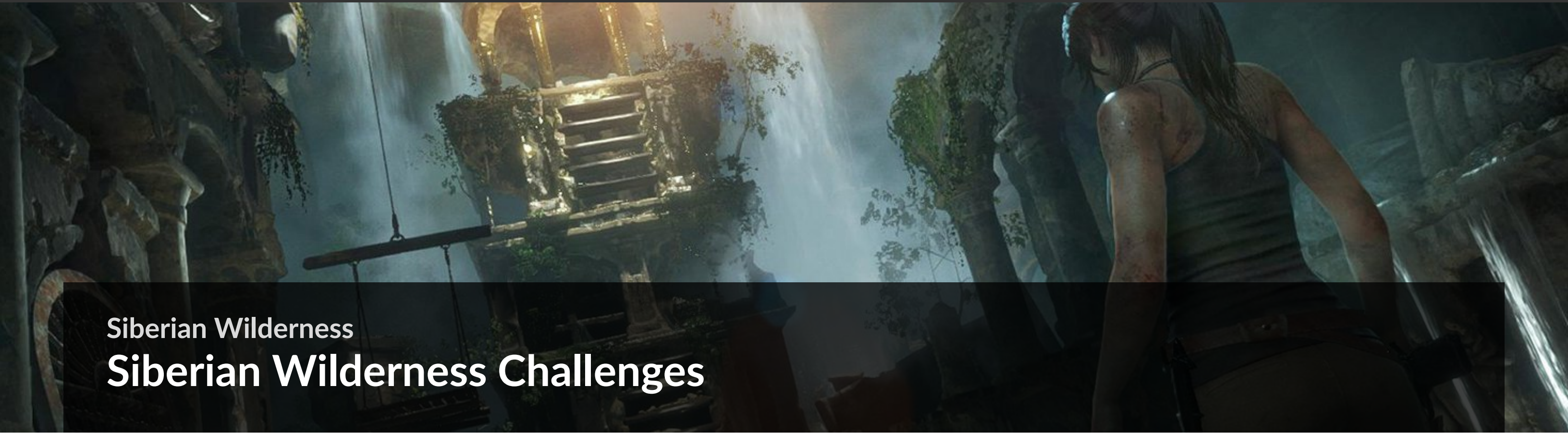
014 E of Wilderness Refuge: A **Document** is sitting on top of a crate (next to a laptop). It's near the ledge that leads toward the bear, and only appears when you're at the end of the events that take place during that part of the game.



015 Far E of Wilderness Refuge: Go into the bear's cave after you've defeated the nasty beast, and search for a **Strongbox**. There aren't any twists or turns, so it won't be hard to find.



016 By the Exit to Glacial Cavern: Look in the bear's cave for the last **Document** of the area. It's close to the north end of the cave.

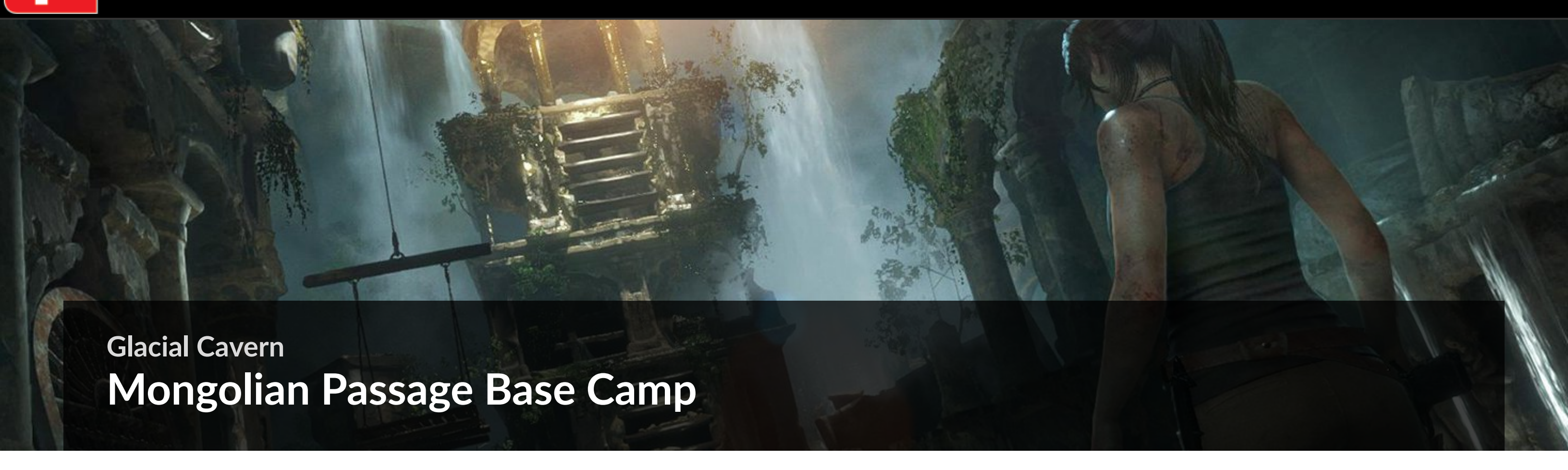


Siberian Wilderness

Siberian Wilderness Challenges

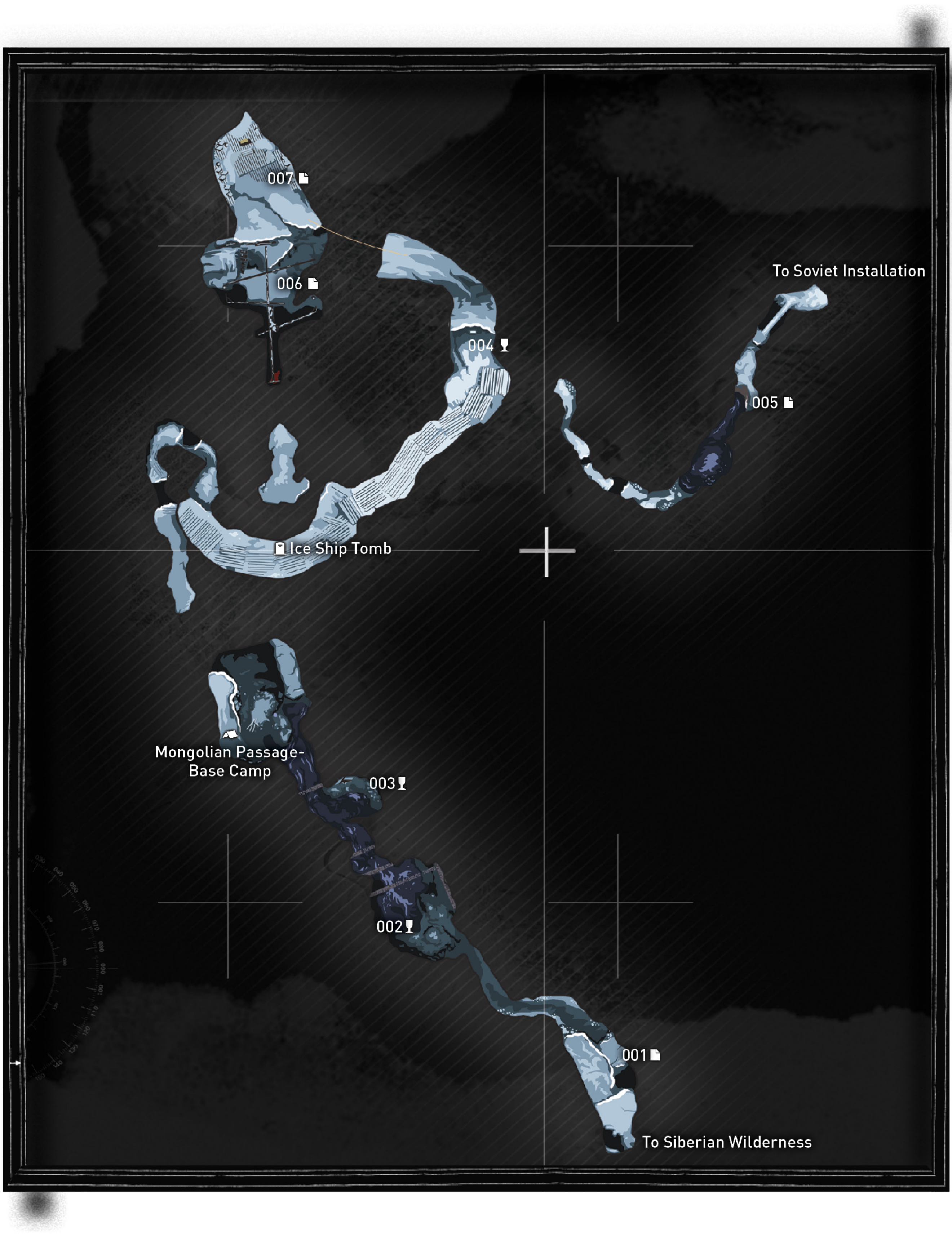
GRAB AND GO

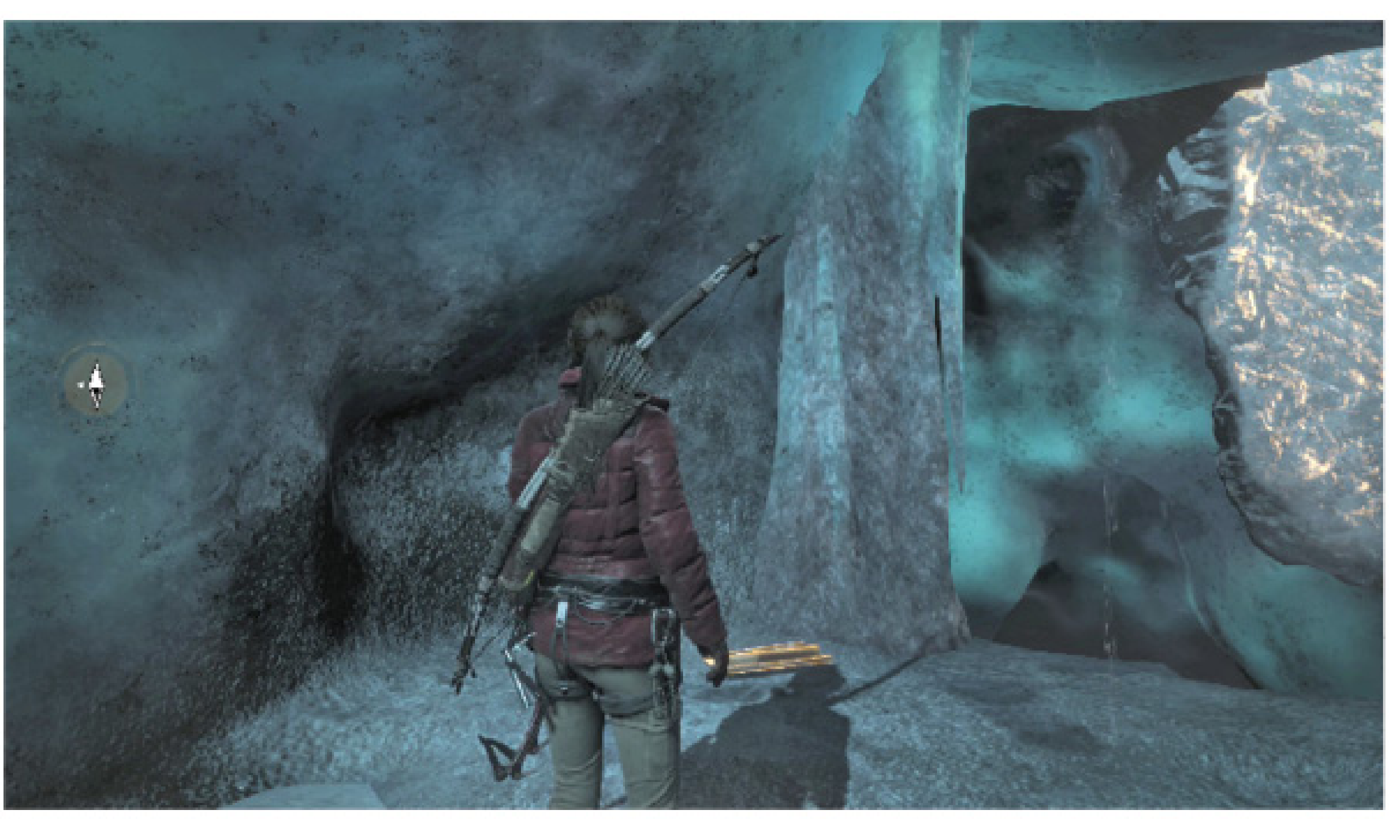
This is the fastest and easiest challenge in the game. Kill and loot three of the Trinity Soldiers in this map. That’s all there is to it!



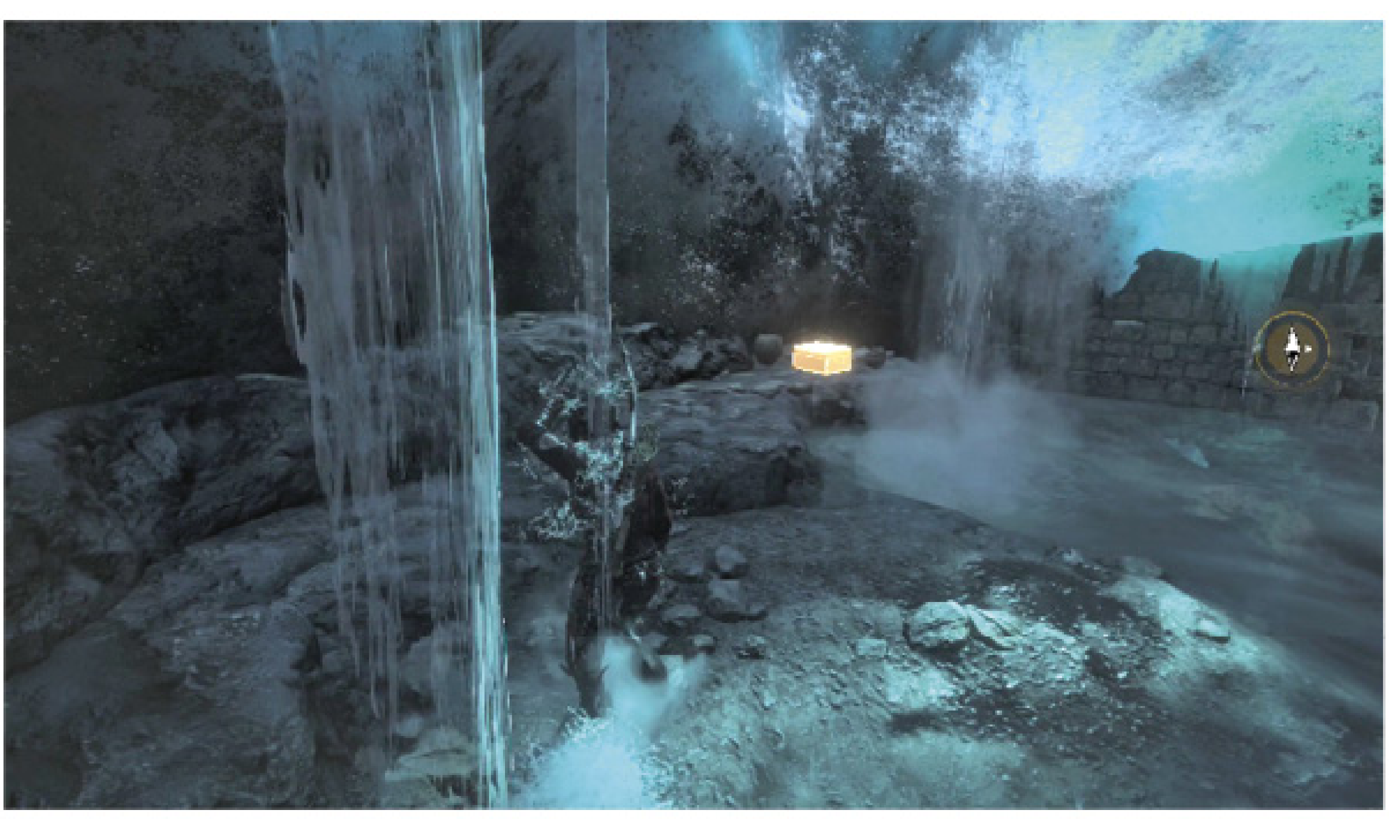
Glacial Cavern

Mongolian Passage Base Camp

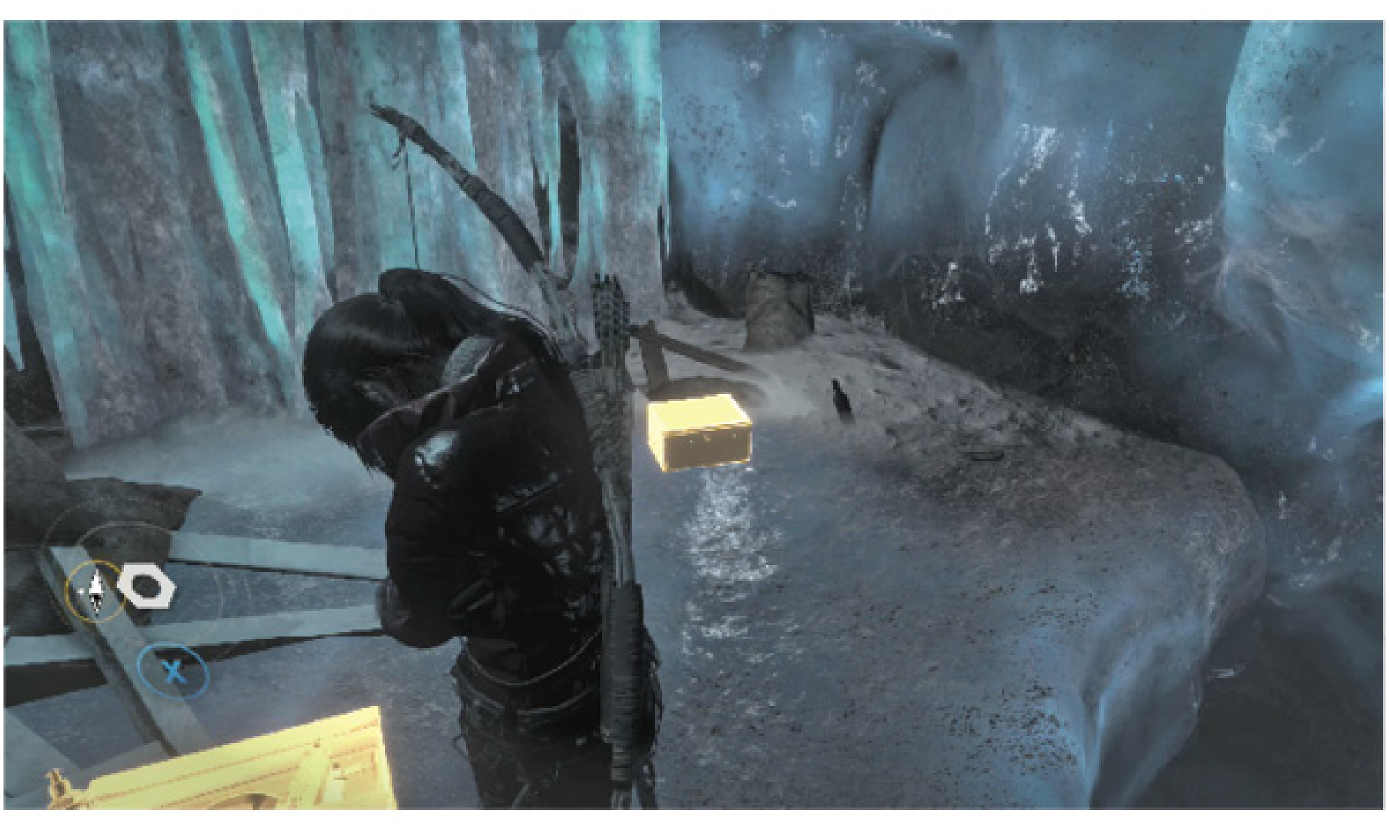

007
006
004
To Soviet Installation
005
Ice Ship Tomb
Mongolian Passage-
Base Camp
003
002
001
To Siberian Wilderness



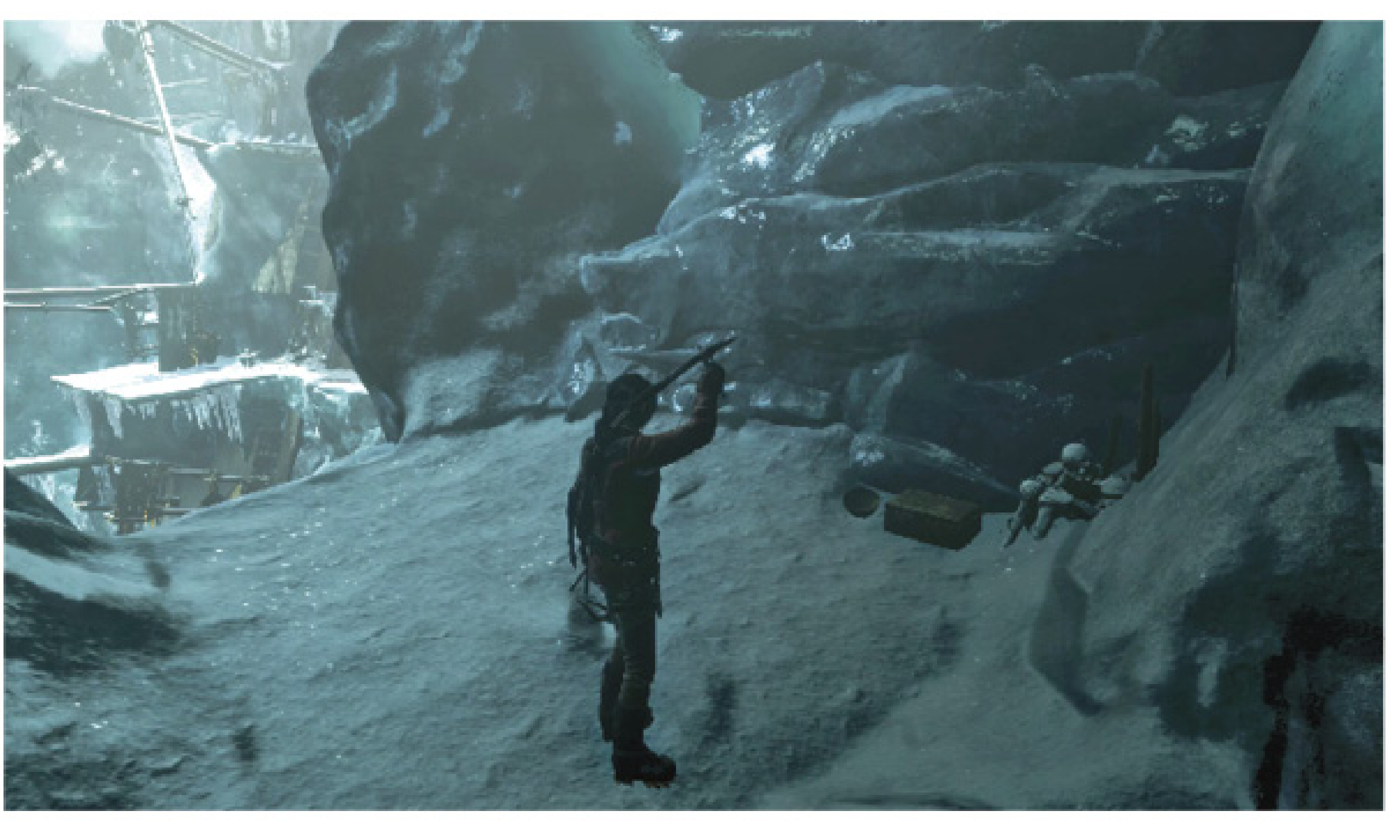
🗋 **001** Far S of Mongolian Passage: There is a **Document** along the eastern wall, close to where you enter this map.



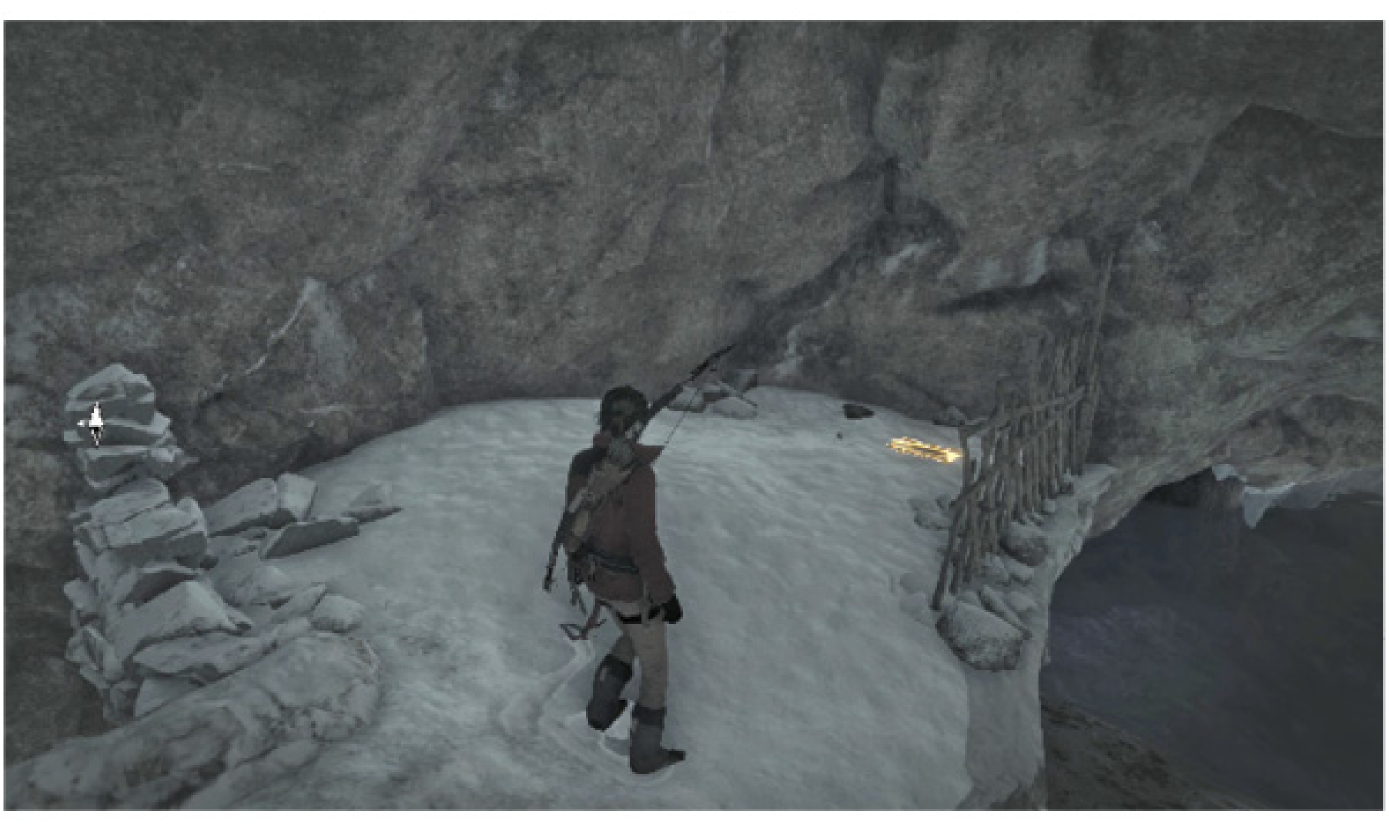
🏆 **002** S of Mongolian Passage: Halfway up to the Base Camp: You get a **Relic** on the western side of the second large chamber.



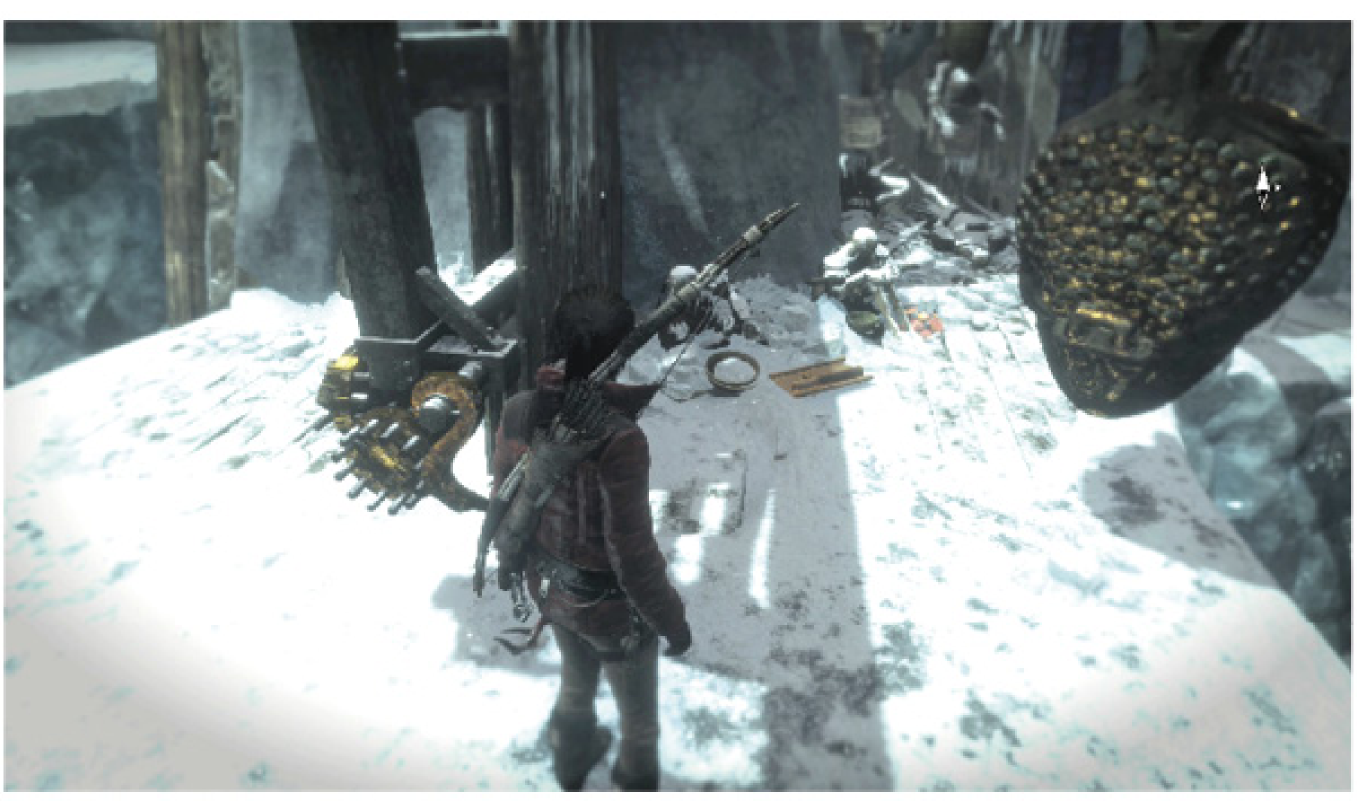
🏆 **003** S of Mongolian Passage: You get another **Relic** on the eastern side of the map. Go through a submerged tunnel and climb out to get your prize.

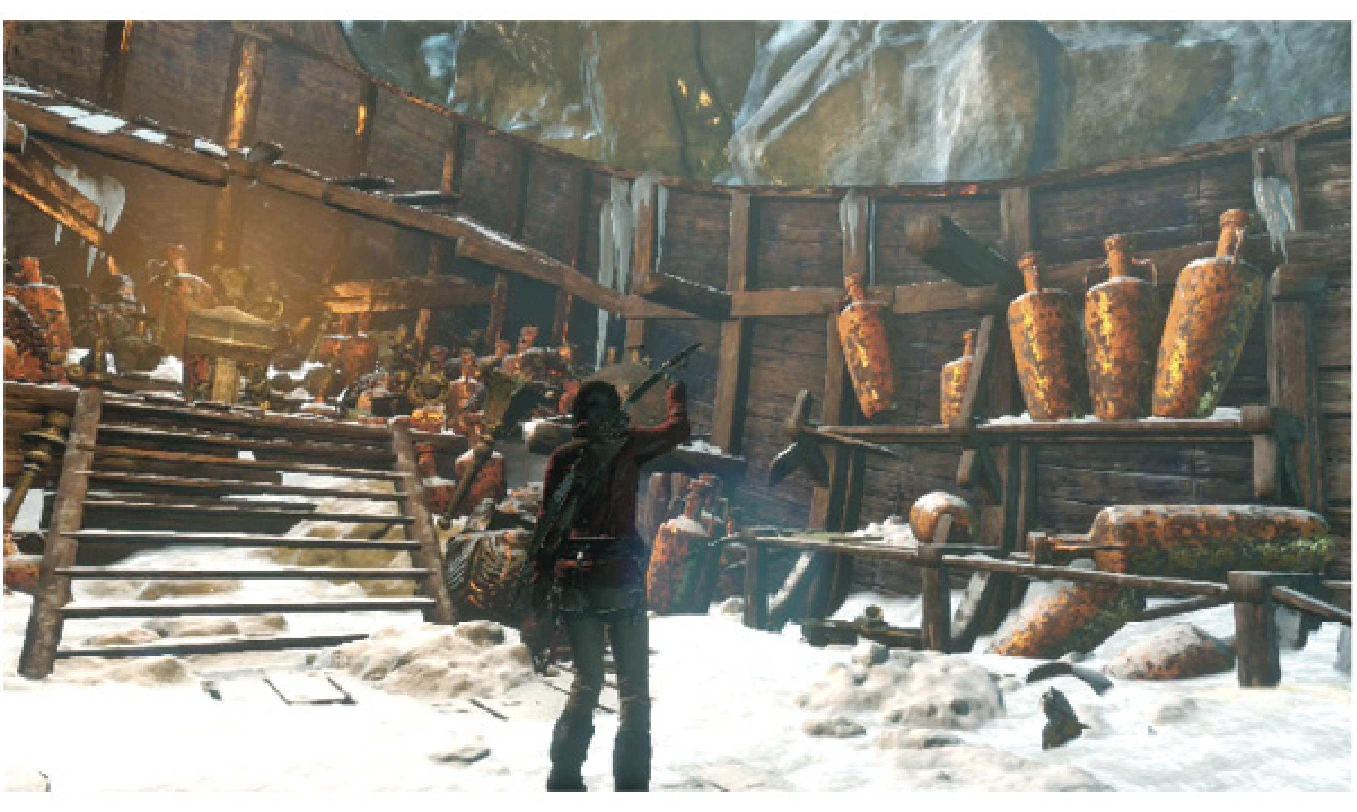


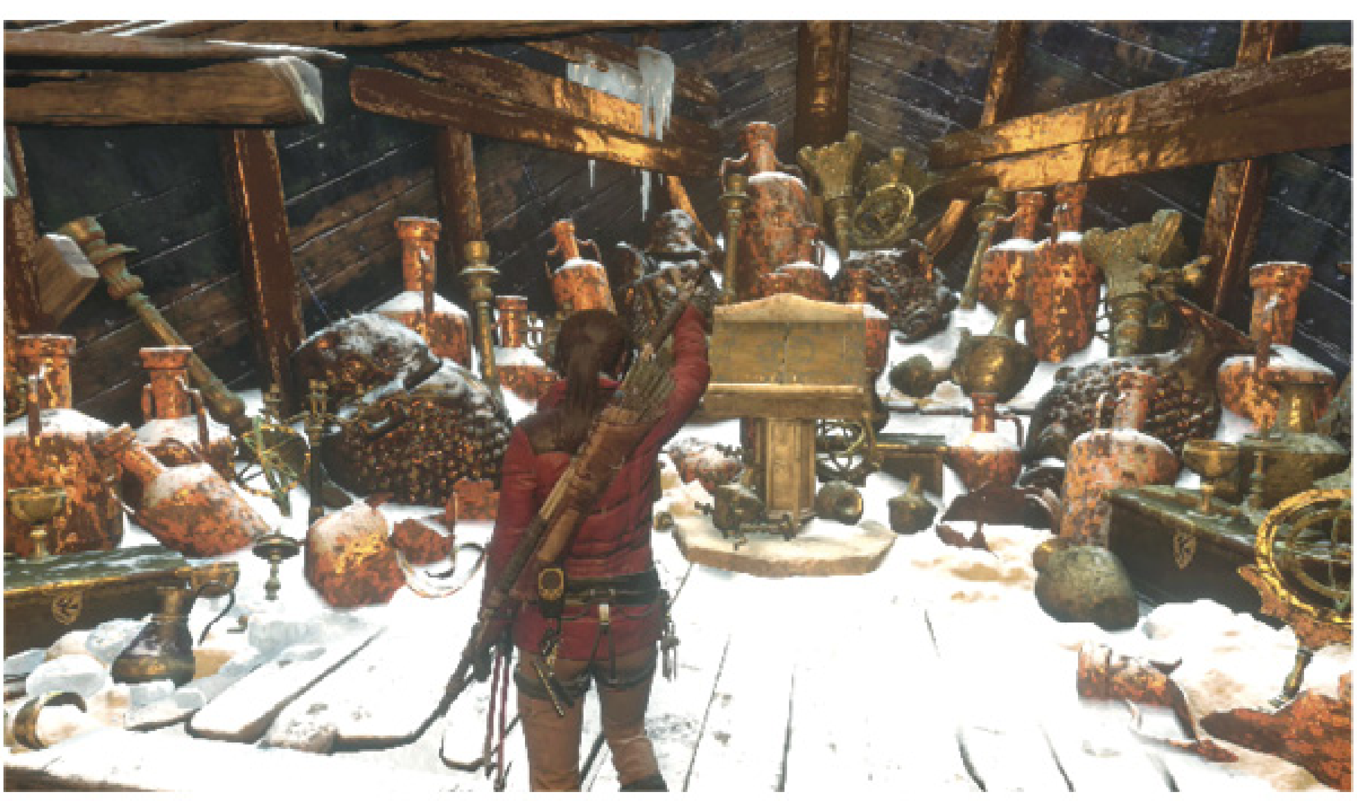
🏆 **004** Far NE of Mongolian Passage: A **Relic** is stashed on a ledge that you pass when leaving the Tomb. This can also be reached from the non-Tomb path if you overshoot your objective.



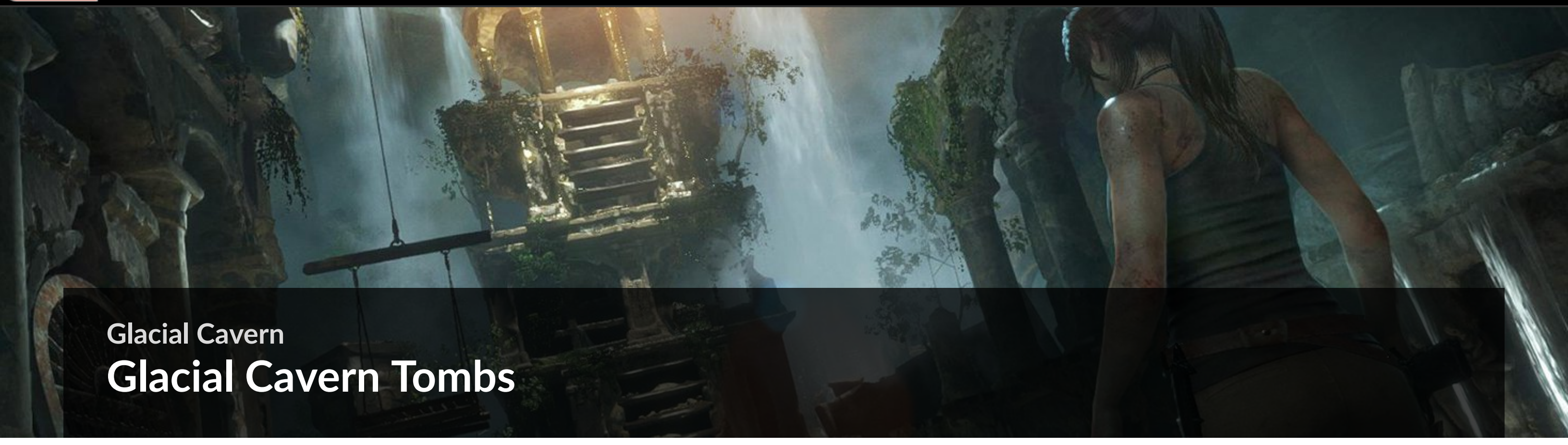
🗋 **005** Far NE of Mongolian Passage: The eastern wall of the map has a **Document** that you find when you're about to leave the region. This comes when you're halfway down the final tunnel that leads into the Soviet Installation.







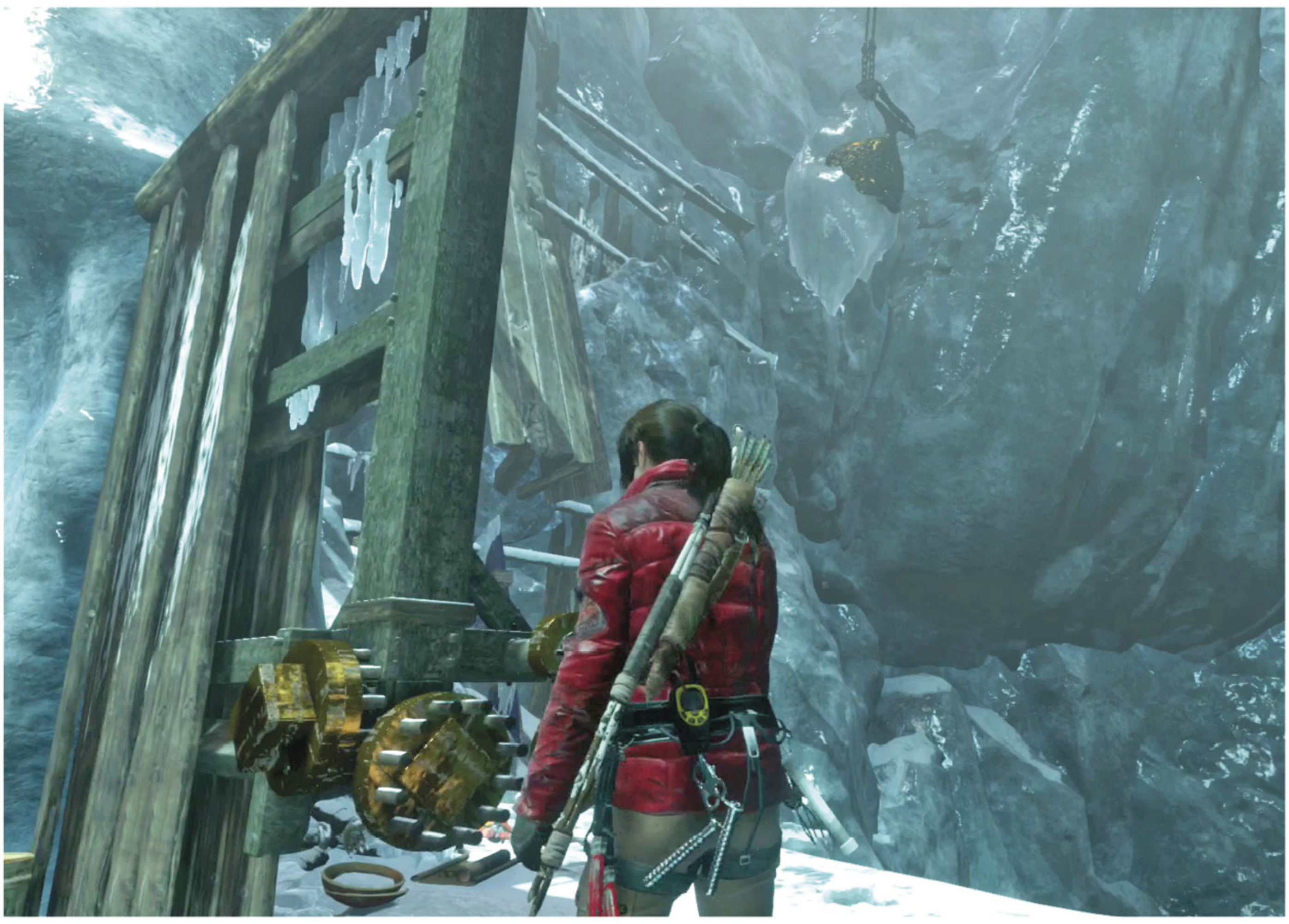
🗋 **006** 🗋 **007** Inside the Tomb: The locations of these treasures are well documented in the writeup we feature after this list. The Tomb has two **Documents** and a Codex.



Glacial Cavern

Glacial Cavern Tombs

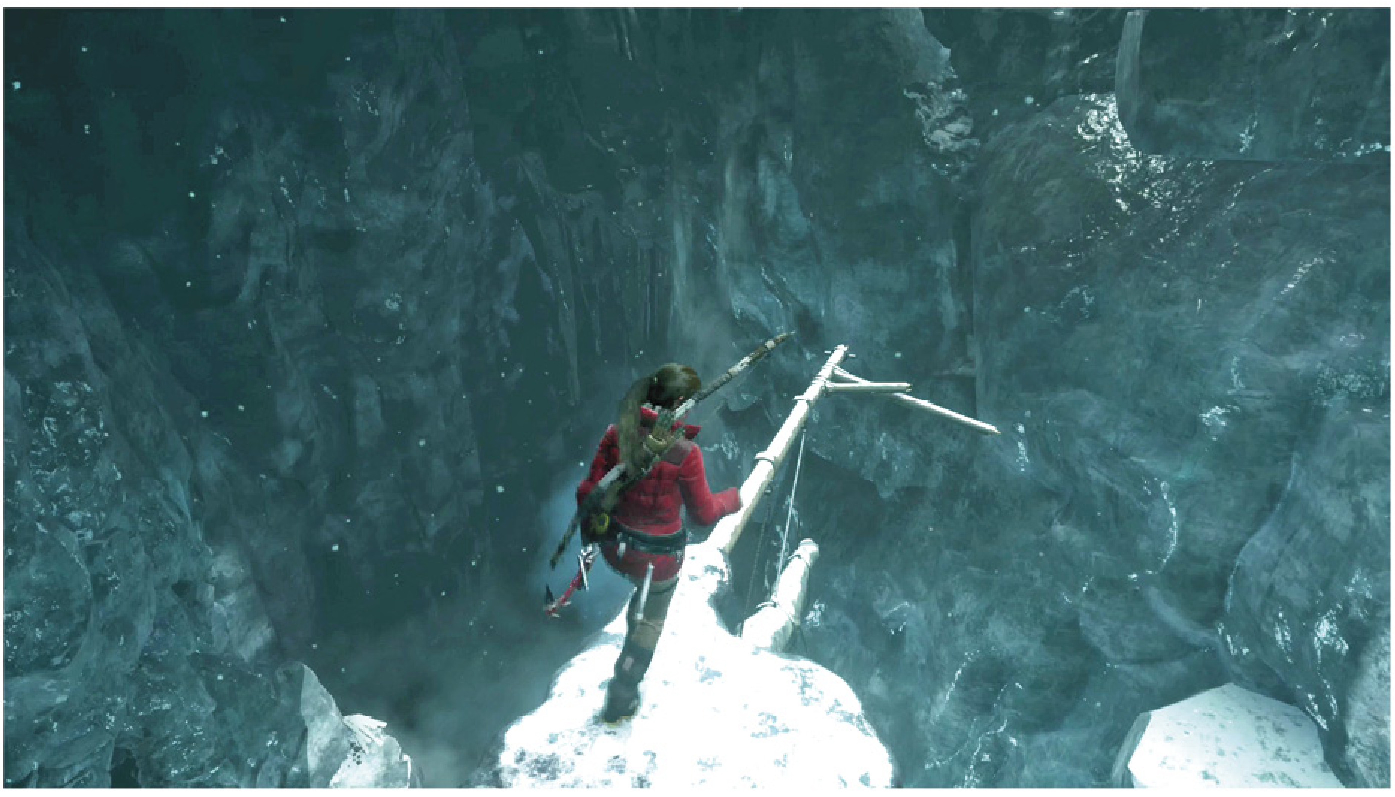
ICE SHIP



A small wooden post lets you jump to a ledge that's to your north. Climb up there and approach the frozen galley that Lara noticed when she came into the cavern. Cross the ledge and make the frightening jump to the mast of the ship. Get onto the safer platform ahead as soon as you can.

Turn the crank that's there, and then search the deck for a Document. Get it and then climb onto a higher section of the mast. Go all the way around the outer edge of the outcropping, and leap onto the bucket that's close by; that's the one that you lowered with the crank.

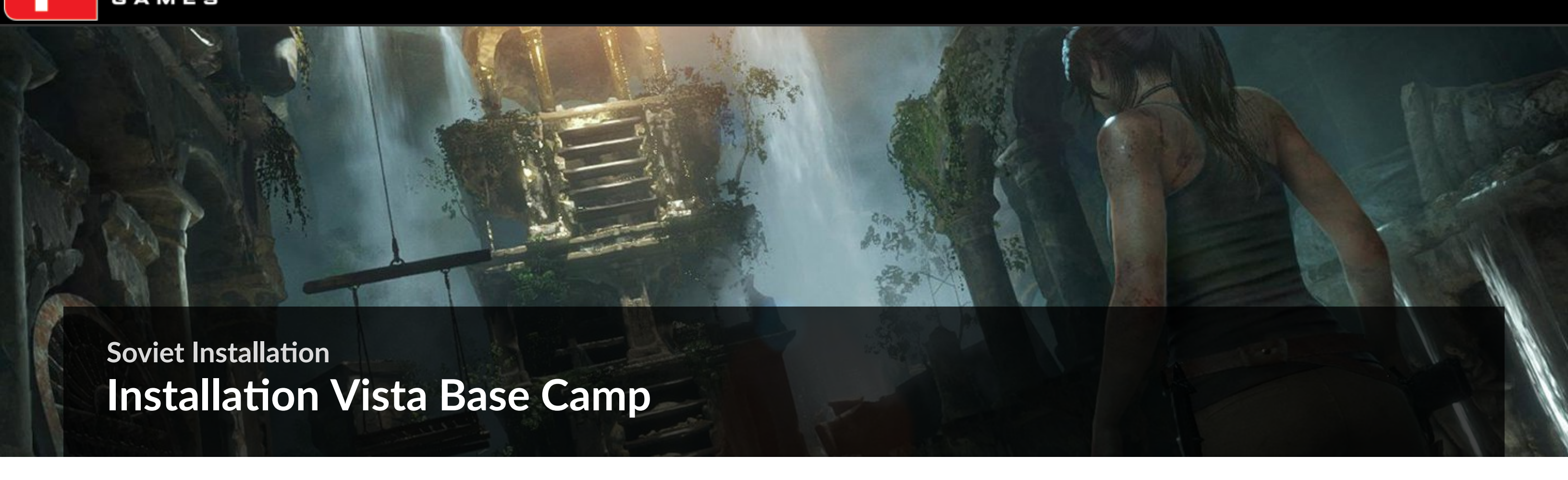
The bucket bangs into the wall, smashing ice off of a climbable area. Carefully jump off of the makeshift pendulum when it comes to rest, and then use the new climbing section to get yourself higher on the ship.



The second stage of this is tougher. You have to turn a crank on the upper area to lower another bucket on the left side of everything. Run out onto the mast to get closer to the bucket as it starts to rise again. Leap onto it before the bucket gets too far away, and smash it against the other side of the ship. More ice breaks off, and you can soon climb up that!

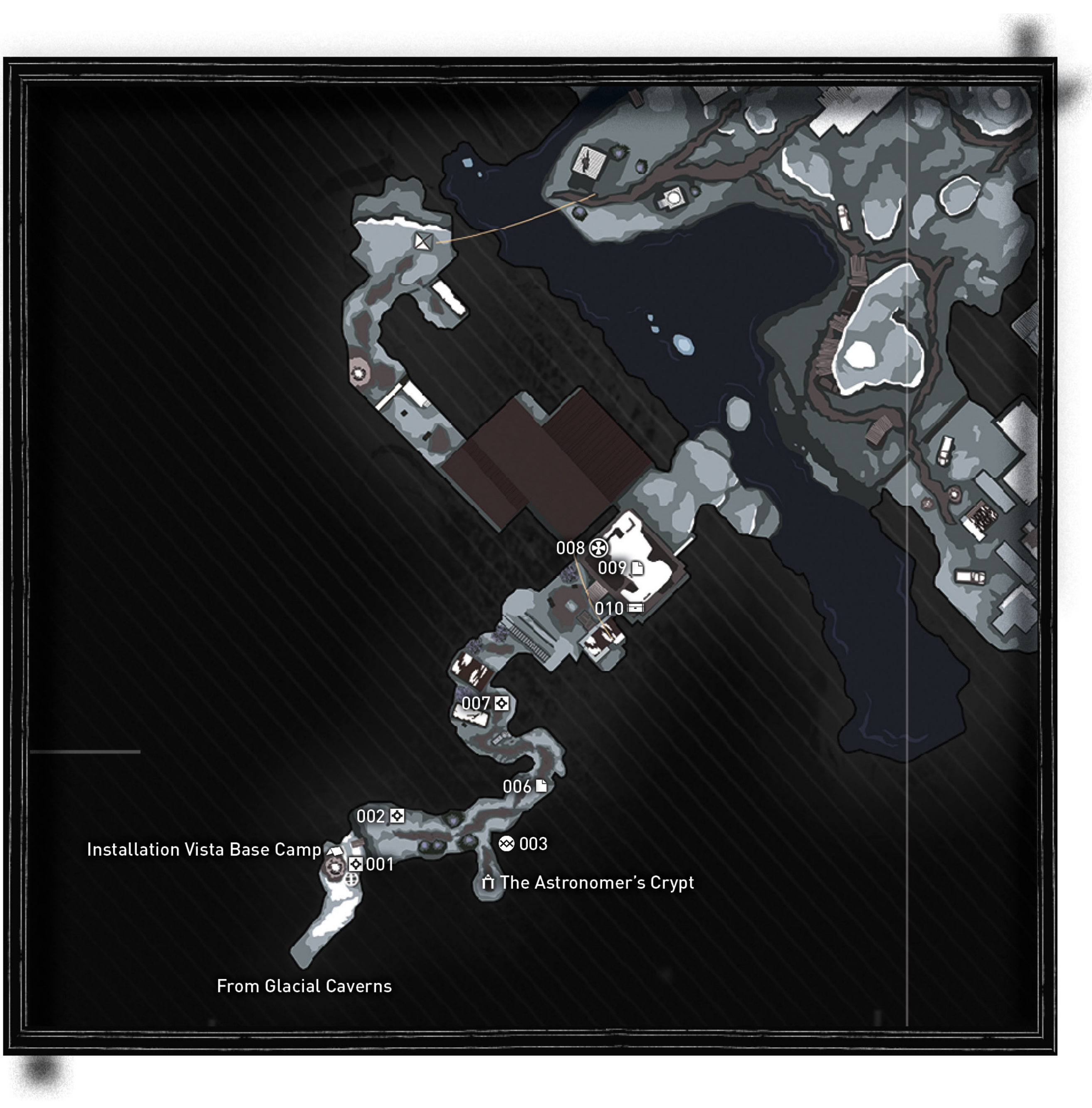
Get to the very top of the ship. It's a simple route now, and you don't have to beat any more puzzles. You find Coins on the ground, an Archivist Map to reveal Documents, Relics, and Murals in an area, and then even more impressive treasures. There is an exciting Document to read. And finally, you should open the Codex that is surrounded by wealth. Lara learns a special skill called Ancient Abilities because of this. Wonderful rewards for your hard work here. This is the end of the Tomb. A zip line takes you back to the main portion of the map (it's on the right side of the ship).

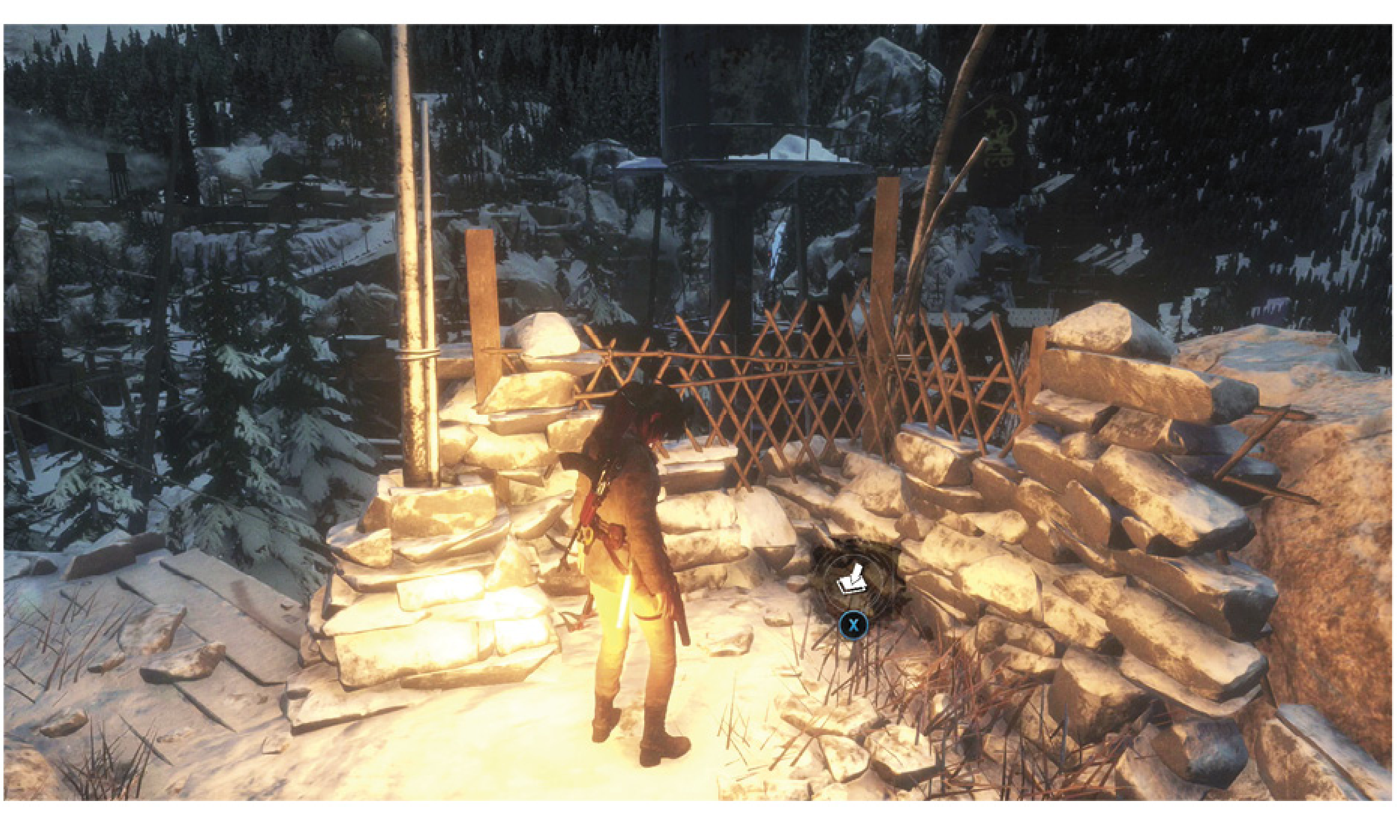
Ancient Abilities lets you fire two successive arrows without delay.



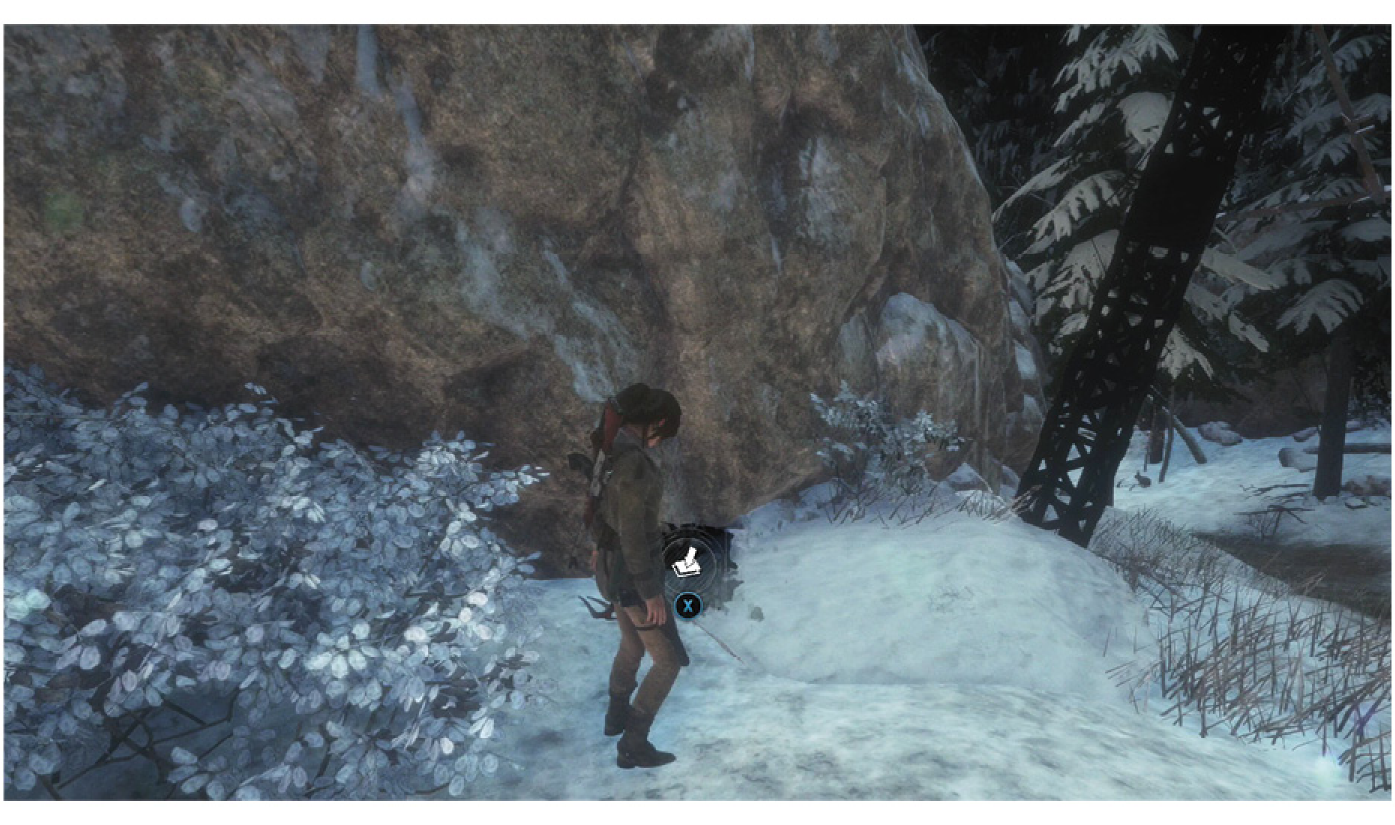
Soviet Installation

Installation Vista Base Camp

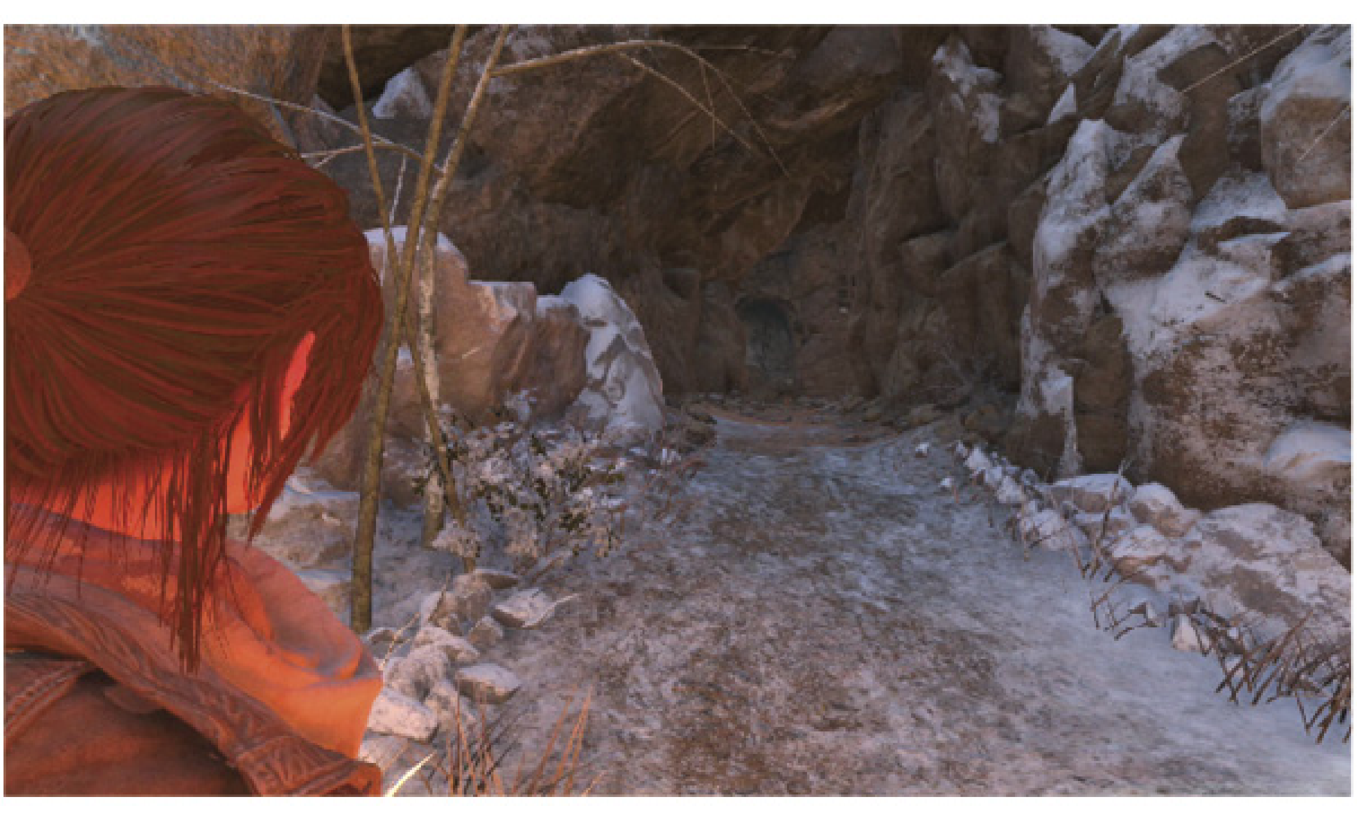


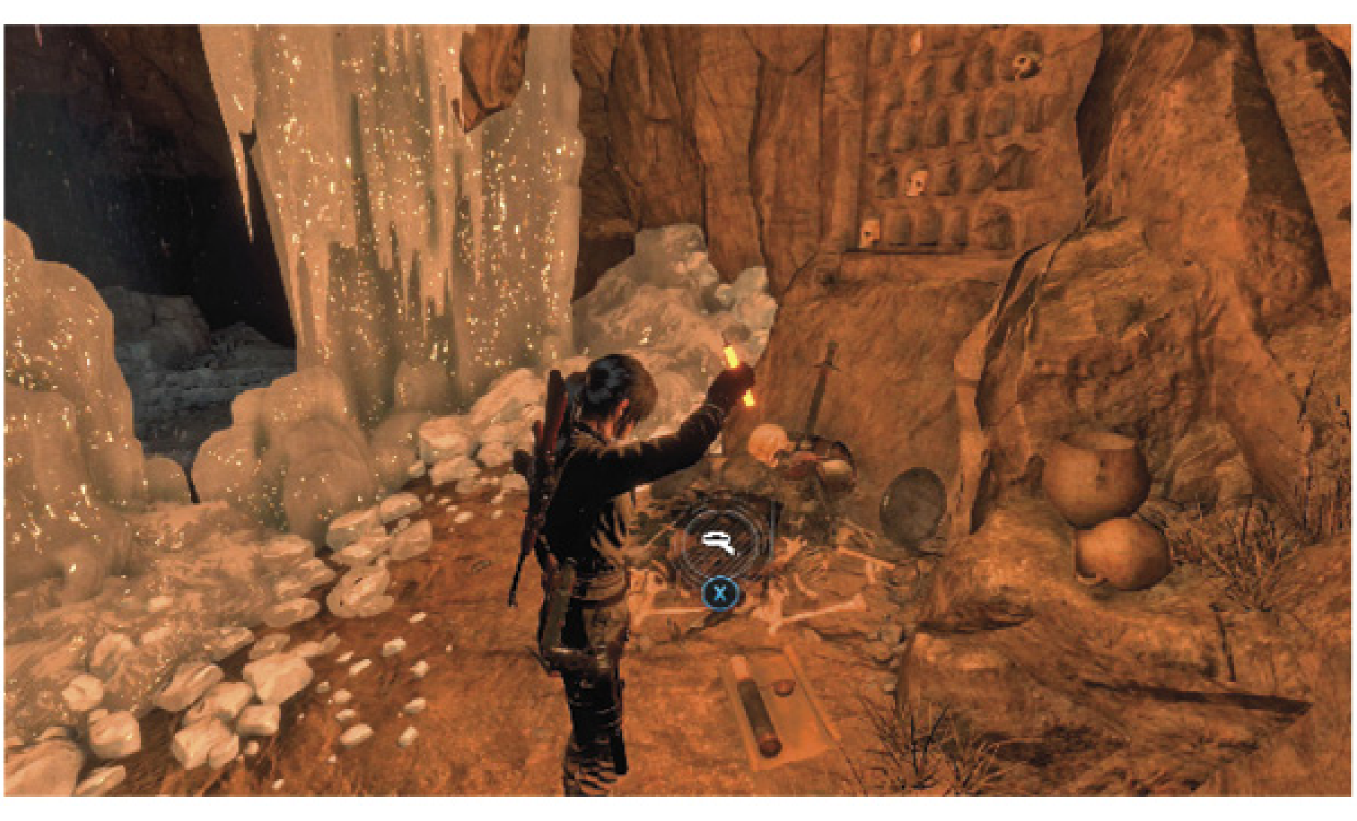


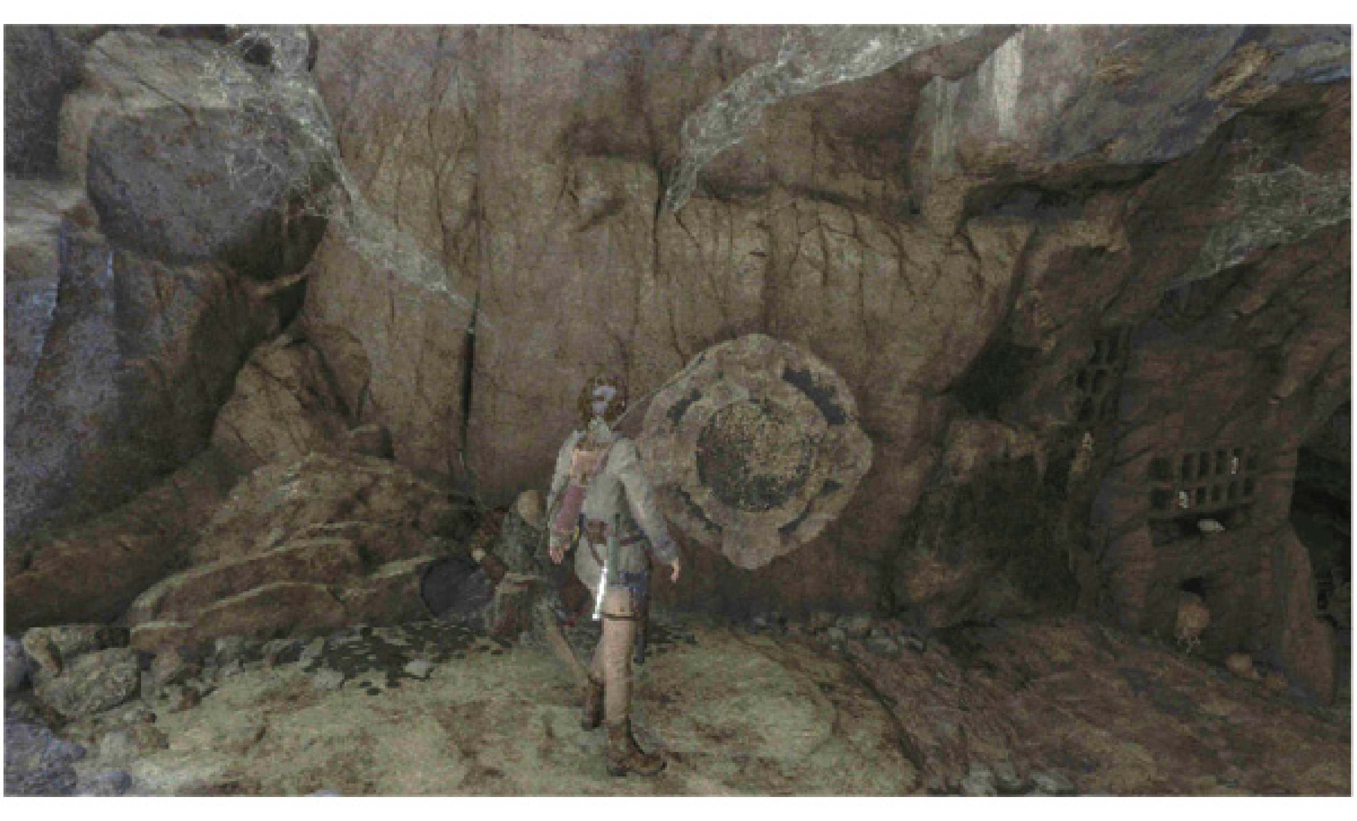
001 SE of Installation Vista: A **Survival Cache** is extremely close to the camp; it's on the right side of the platform.

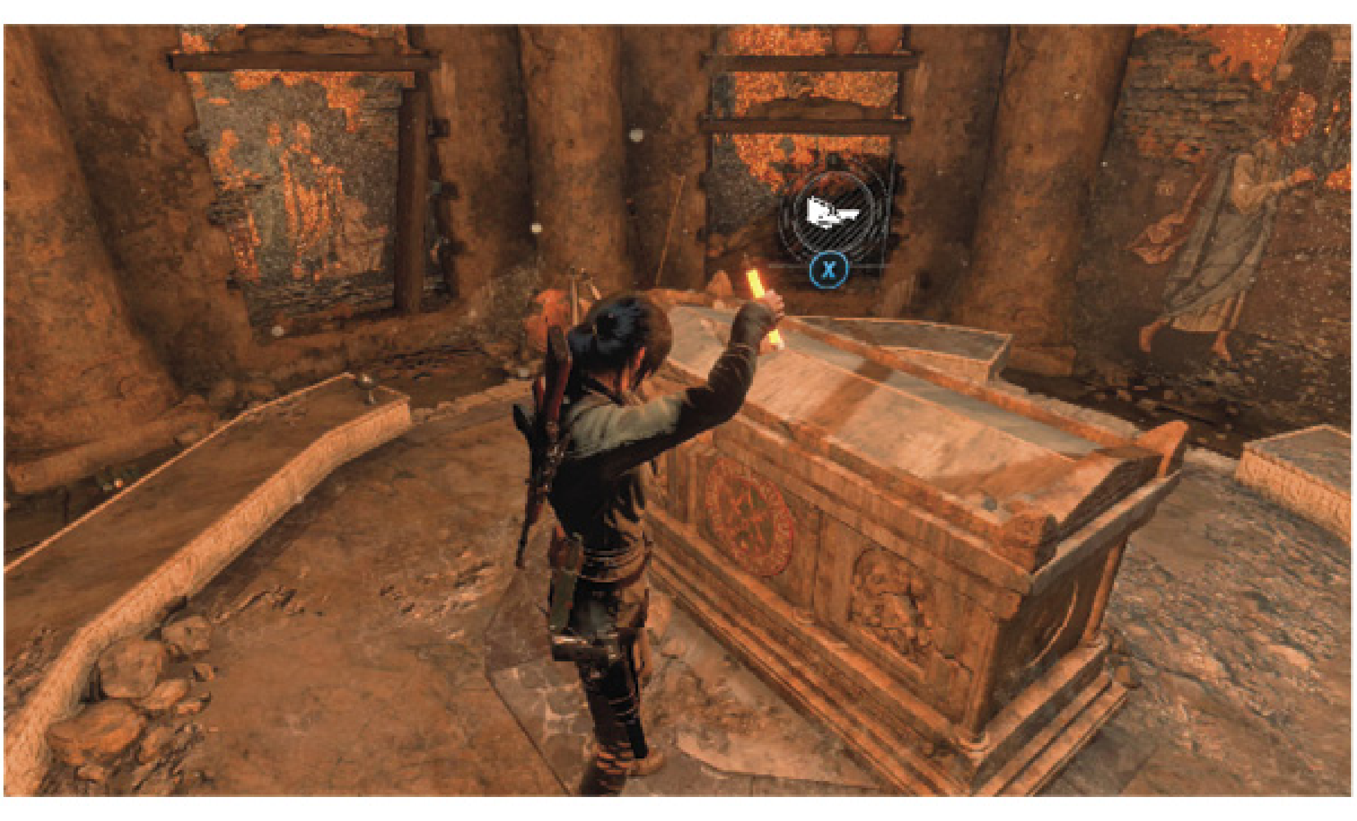


002 of Installation Vista: After traveling down the zip line from the base camp, search the northern wall of the area where you land. A **Survival Cache** is there.

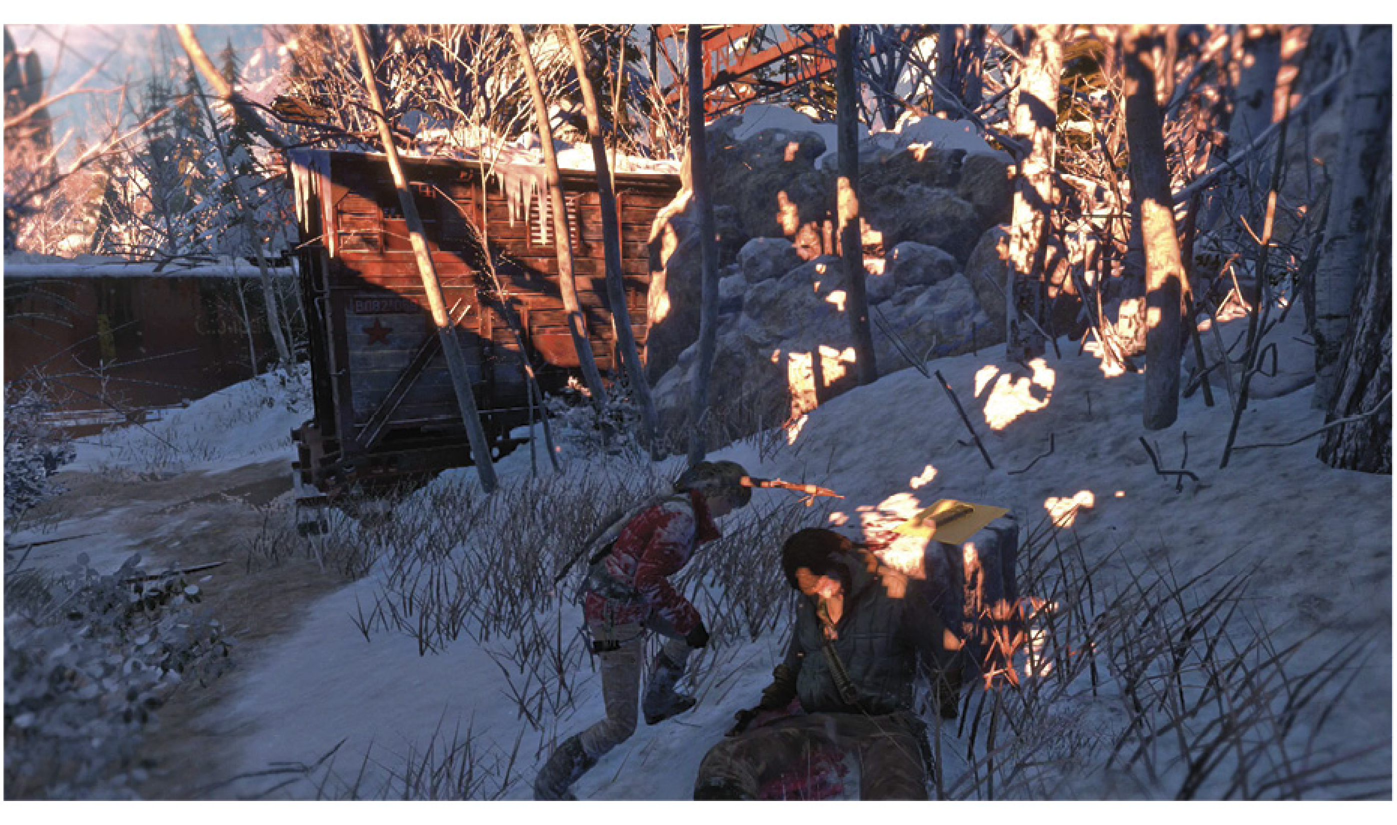




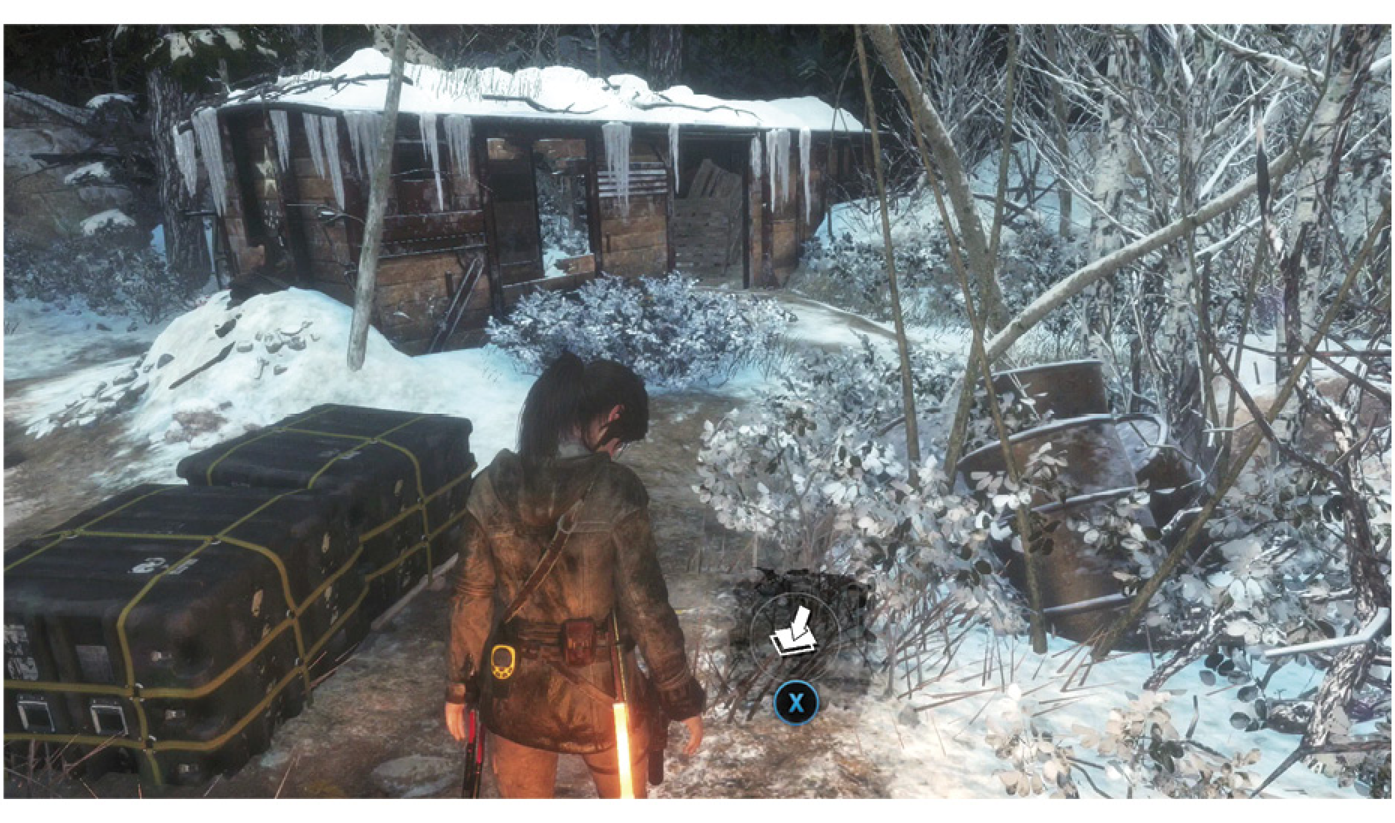




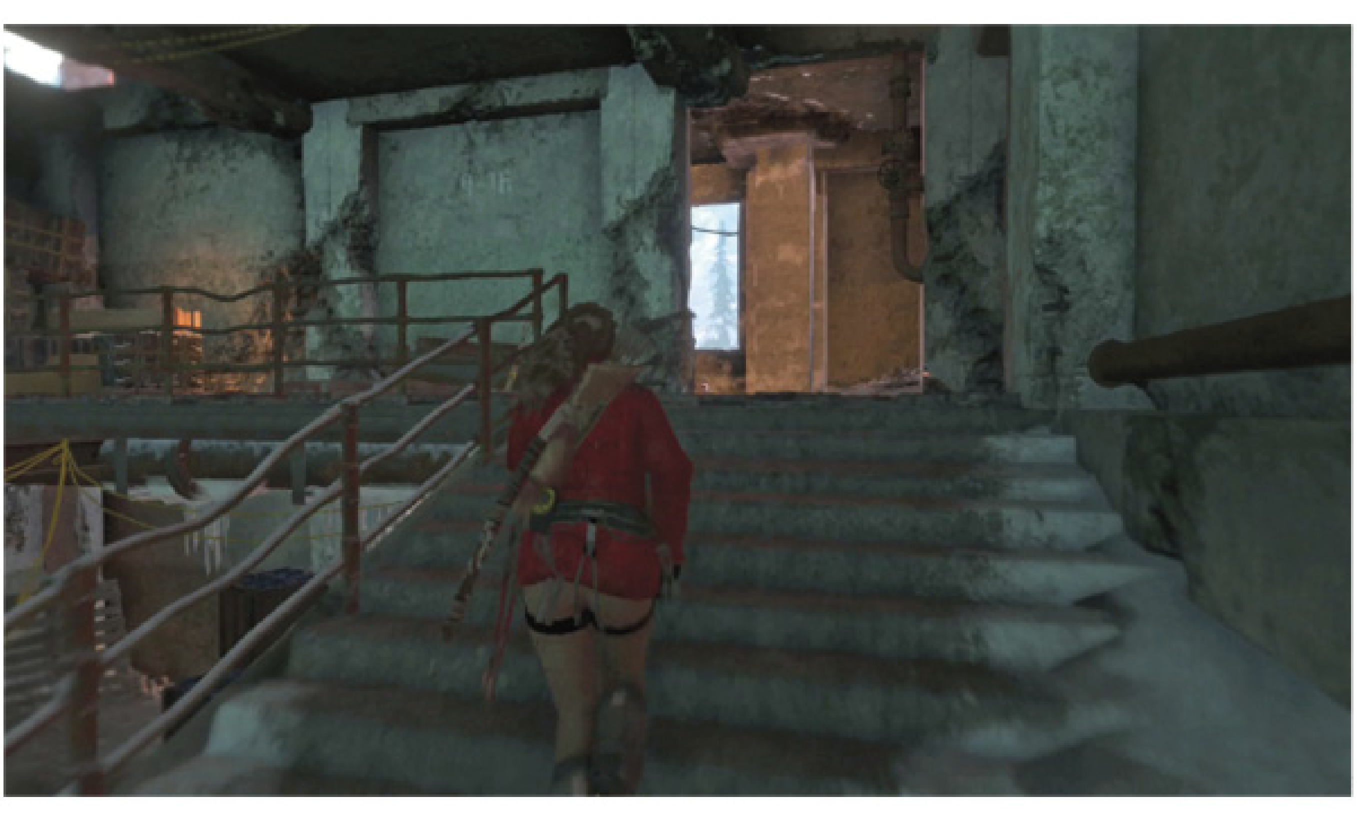
003 **004** **005** E of Installation Vista: Search the southern rock wall of the path as you travel, and go through a breach in the stones to find a **Coin Cache** and a Crypt. Enter the Crypt and take many free Coins. Find a **Mural** near the entrance, a **Document**, and the Sarcophagus. Items inside the Crypt are not shown on the map.

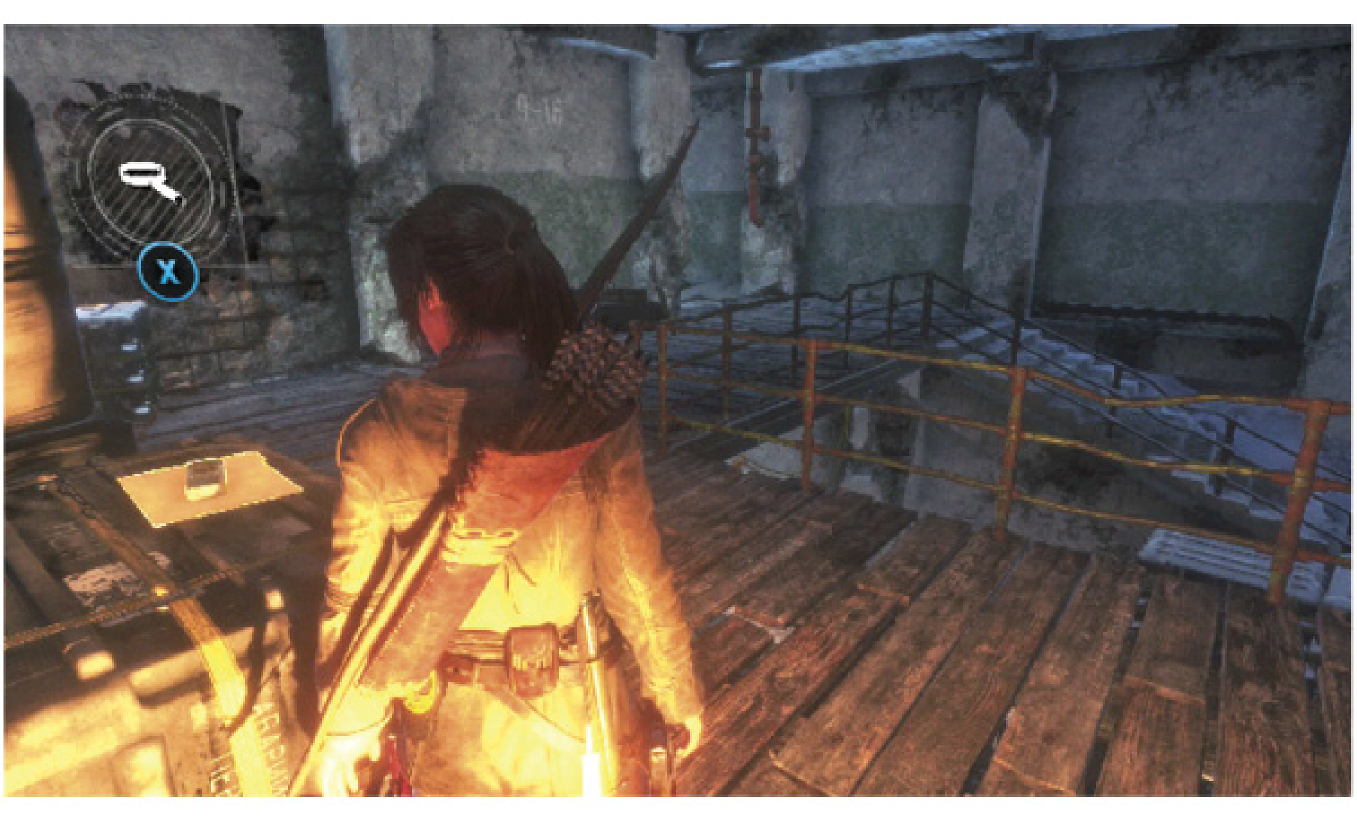


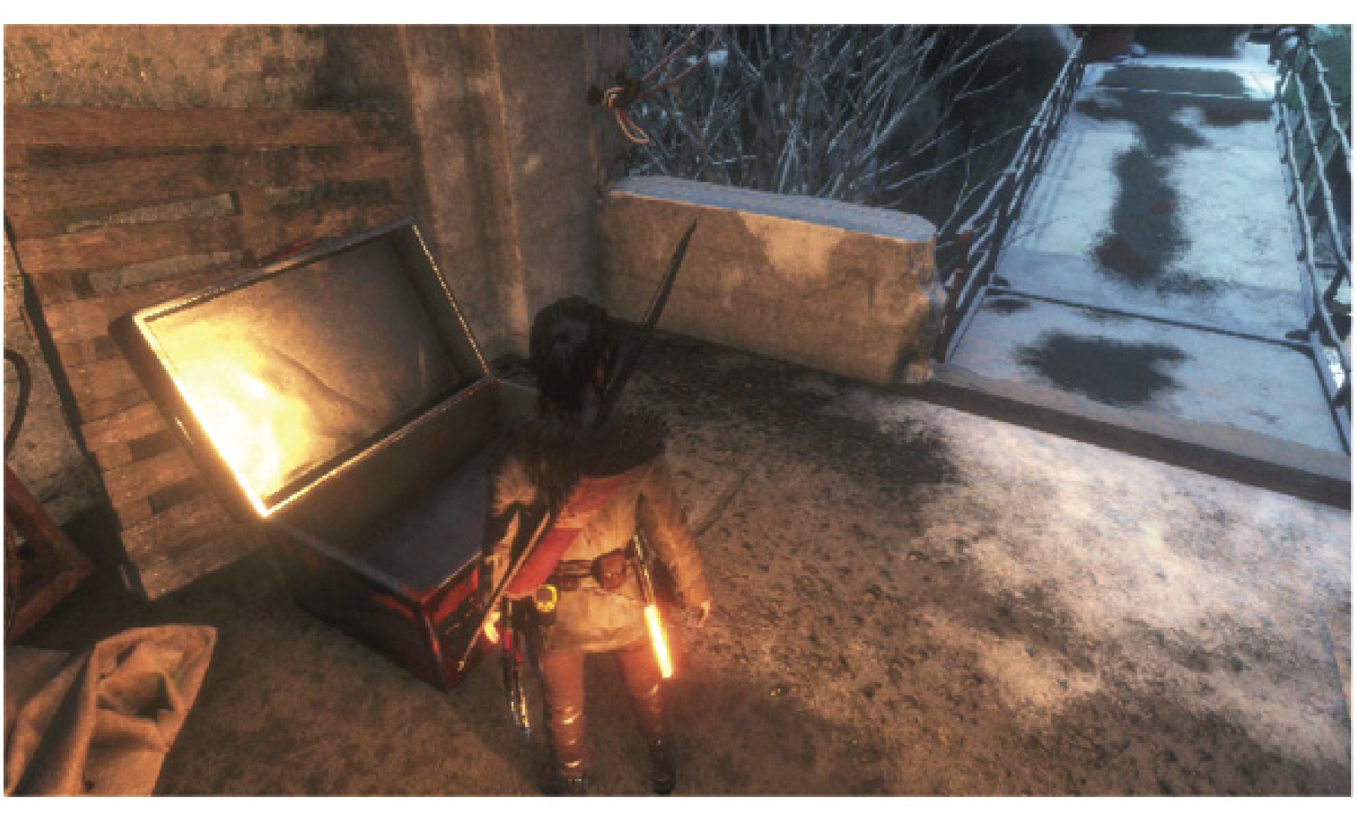
006 E of Installation Vista: A dead man has a **Document** next to his body. It's on the main path.



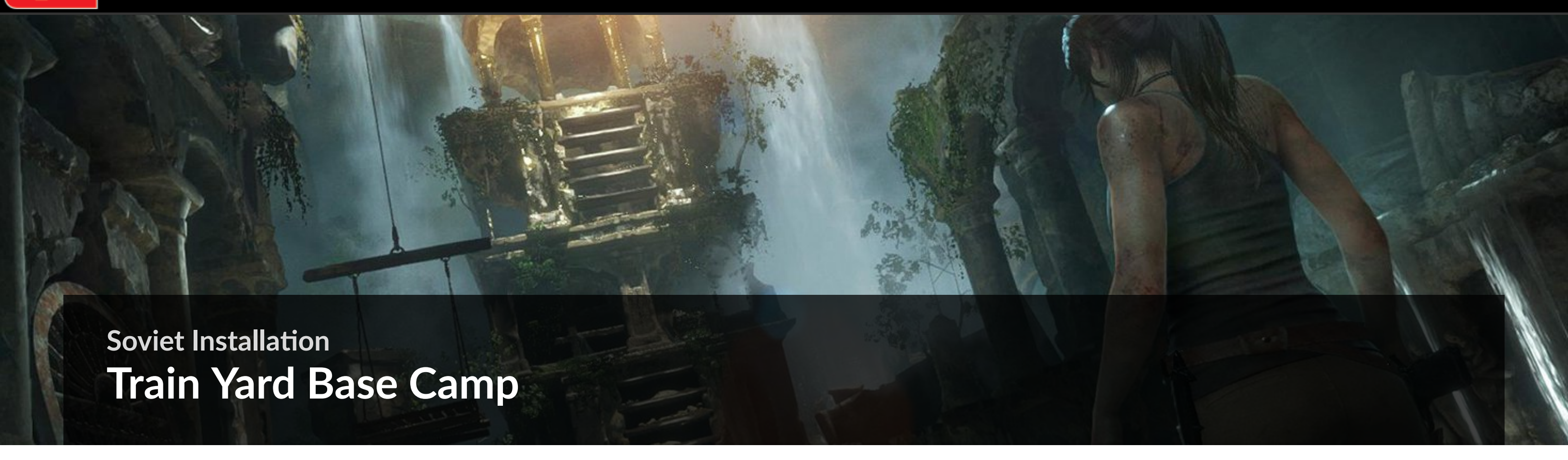
007 NE of Installation Vista: The yard with old boxcars has a **Survival Cache** as well. Look near the gate; it's to the right of it.





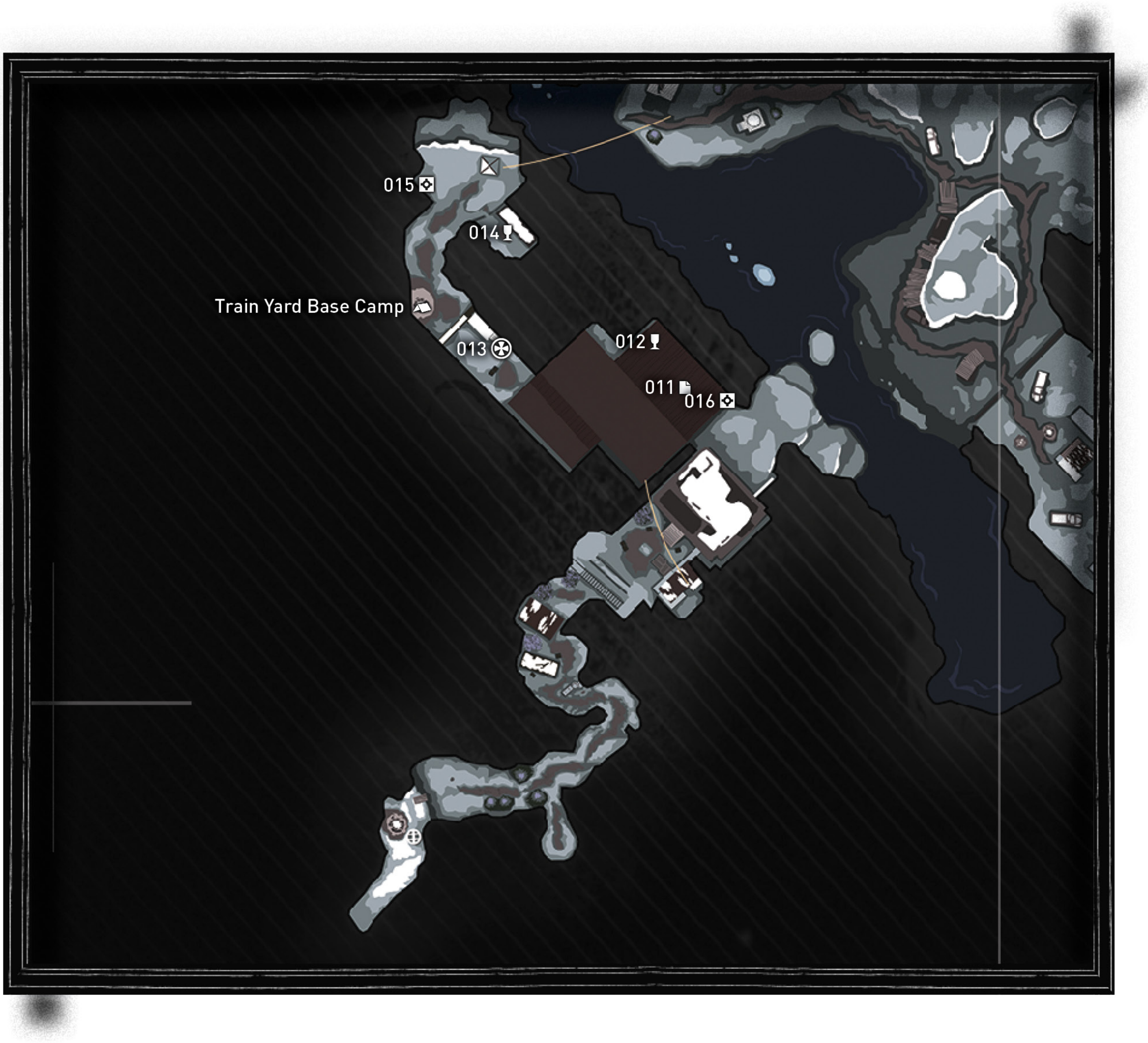


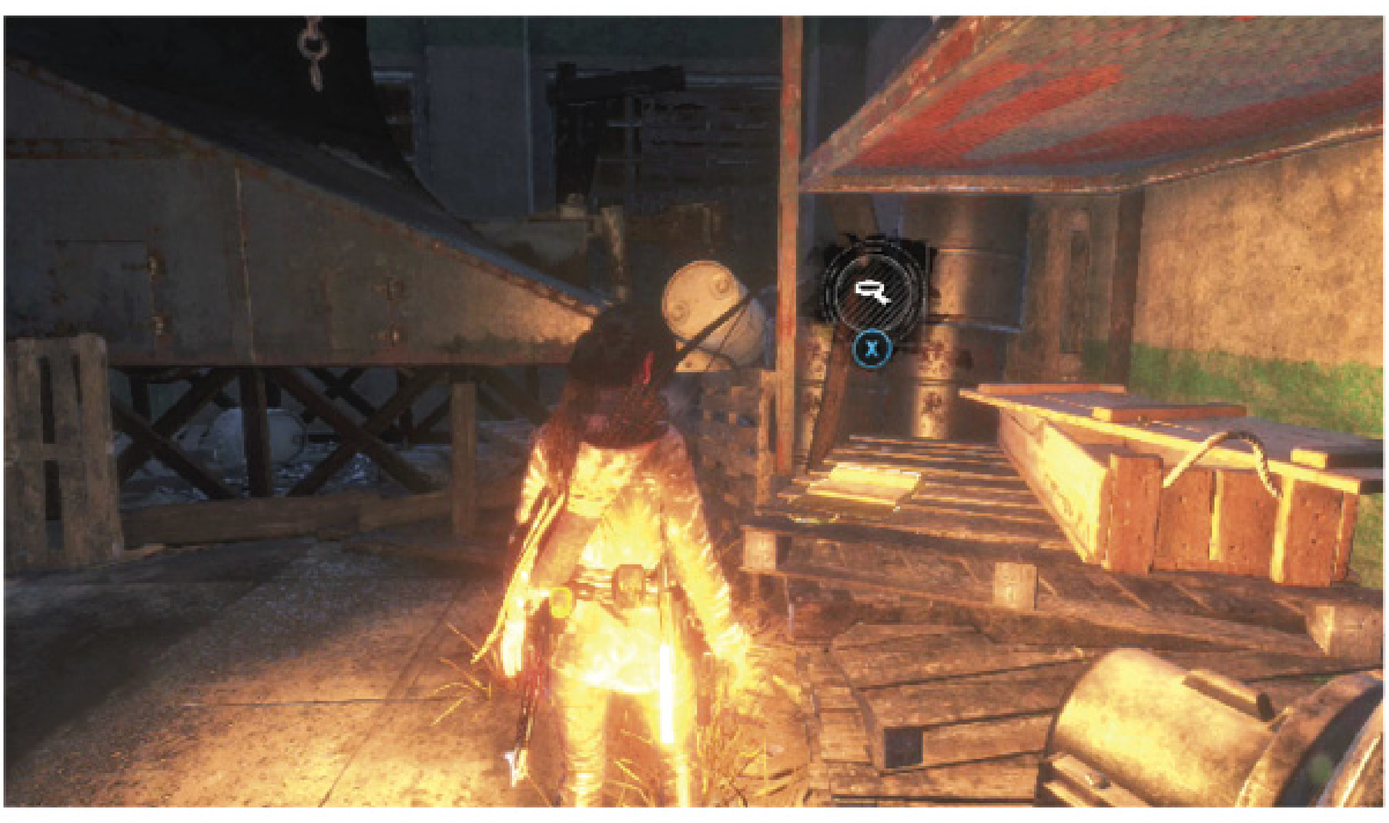
008 **009** **010** Far NE of Installation Vista: Get into the first base and search. Upstairs is a **Mural** by the staircase, and a **Document** in the same room. You also find a **Strongbox** in the upper hallway.



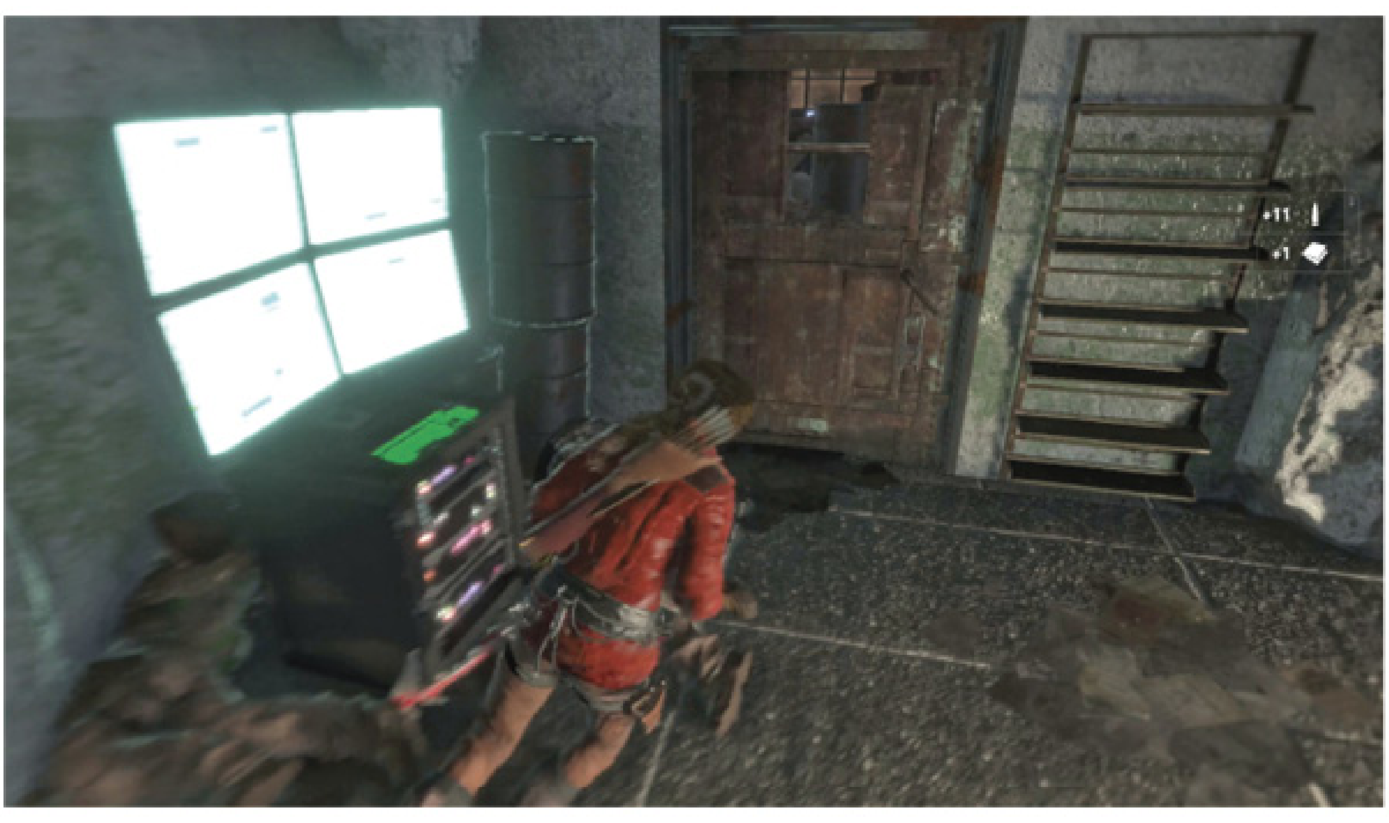
Soviet Installation

Train Yard Base Camp

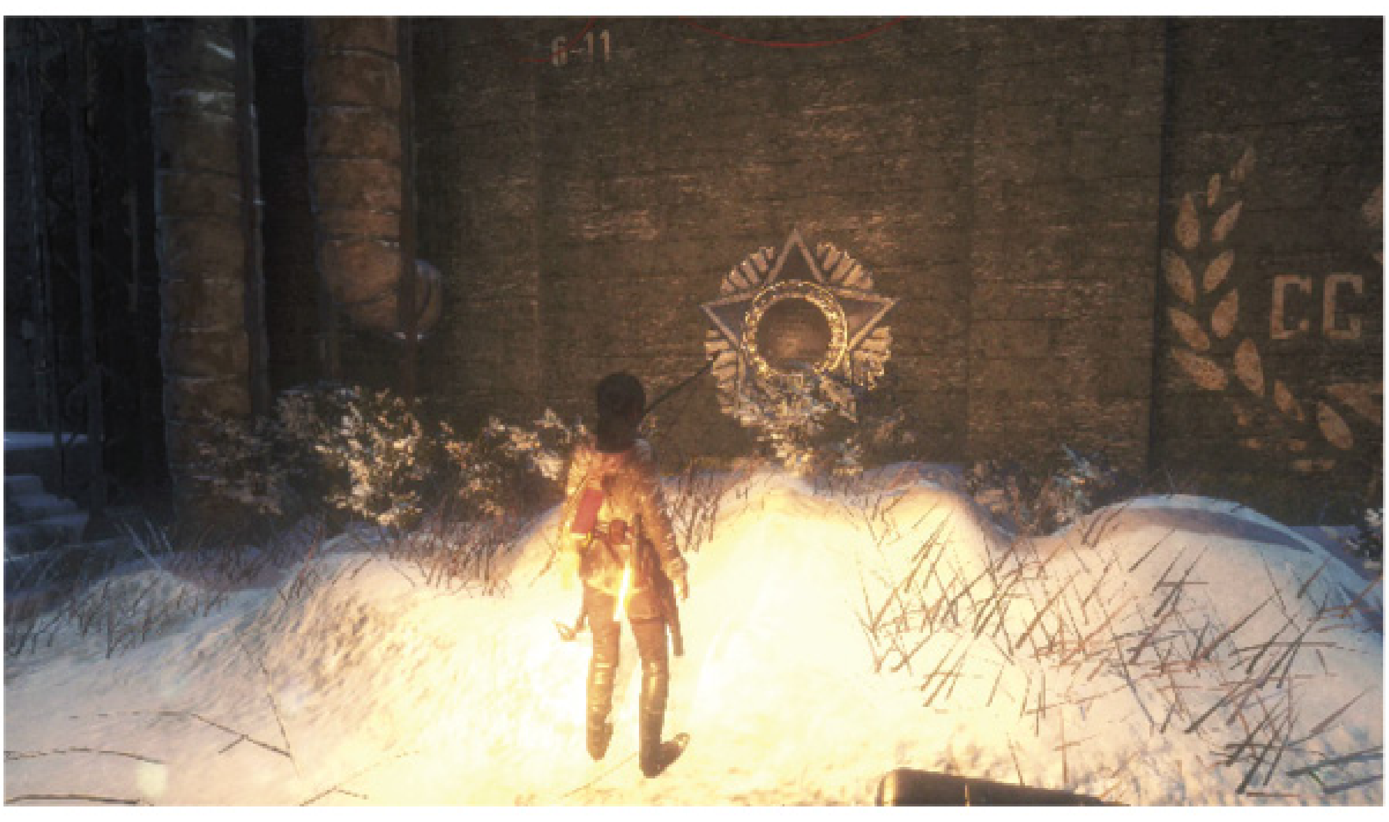




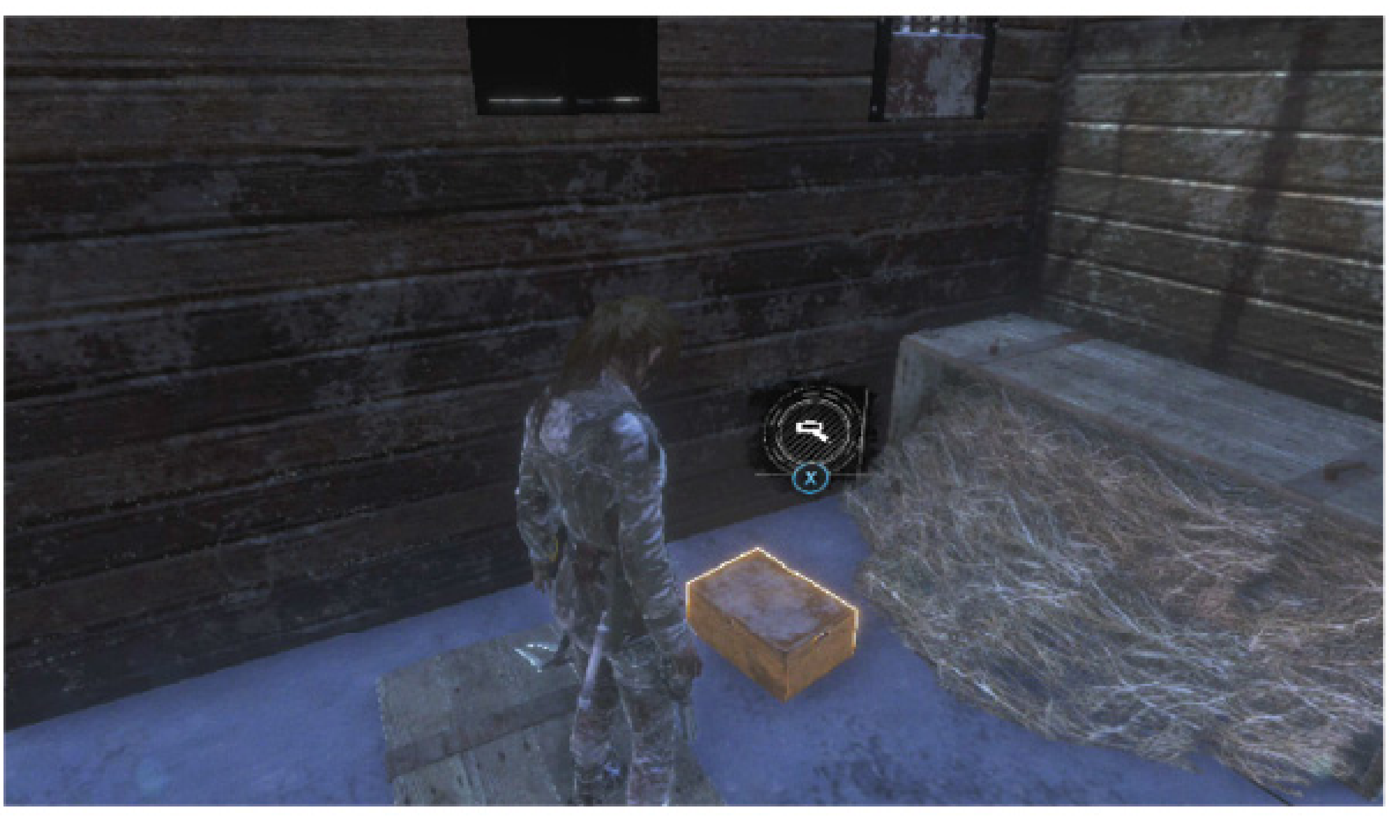
011 SE of Train Yard: Get a **Document** from the small prison area before you reach the warehouse.



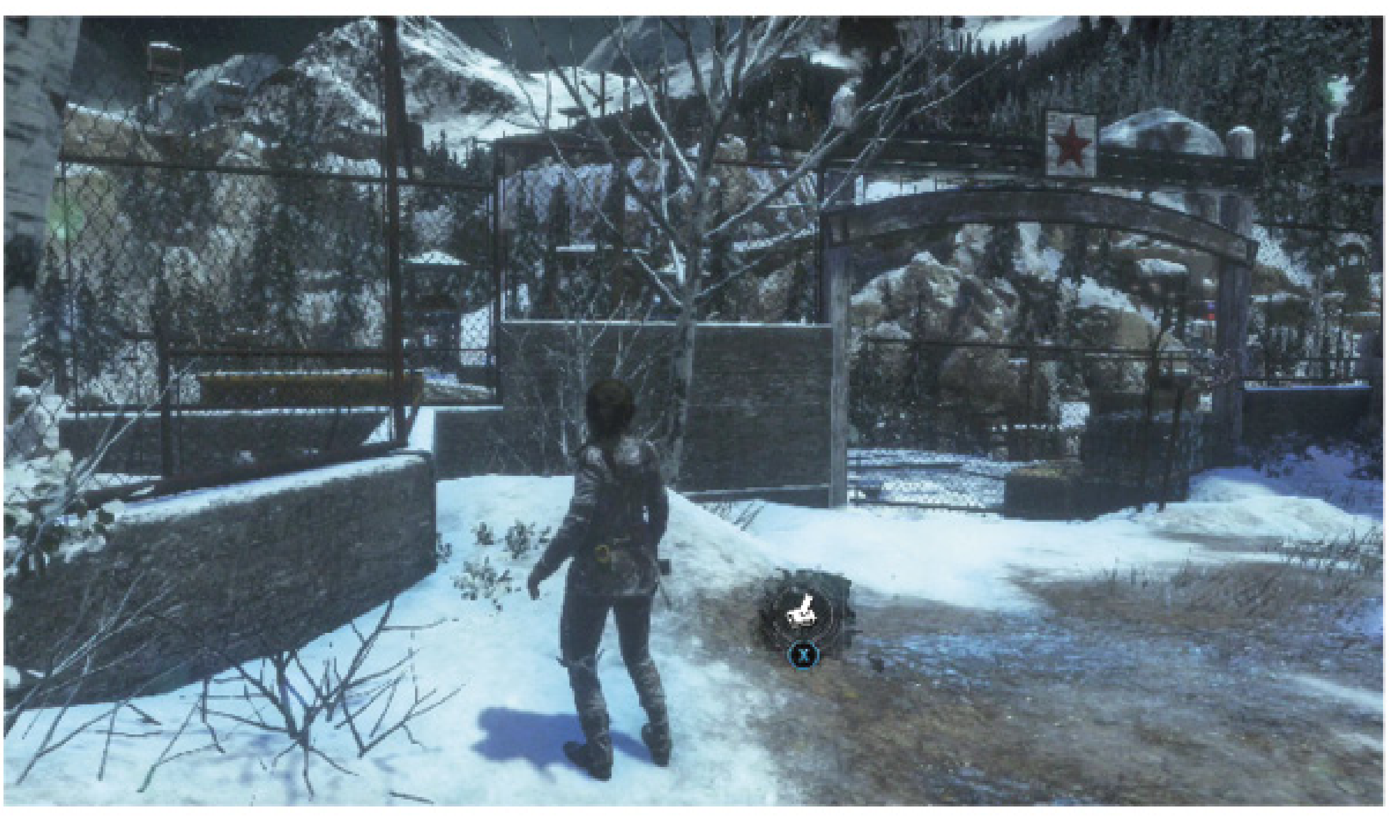
012 SE of Train Yard: Use a Lock Pick on a cell door to unlock it. This is beside the man who was being interrogated when you first came through. Inside there is a **Relic**.



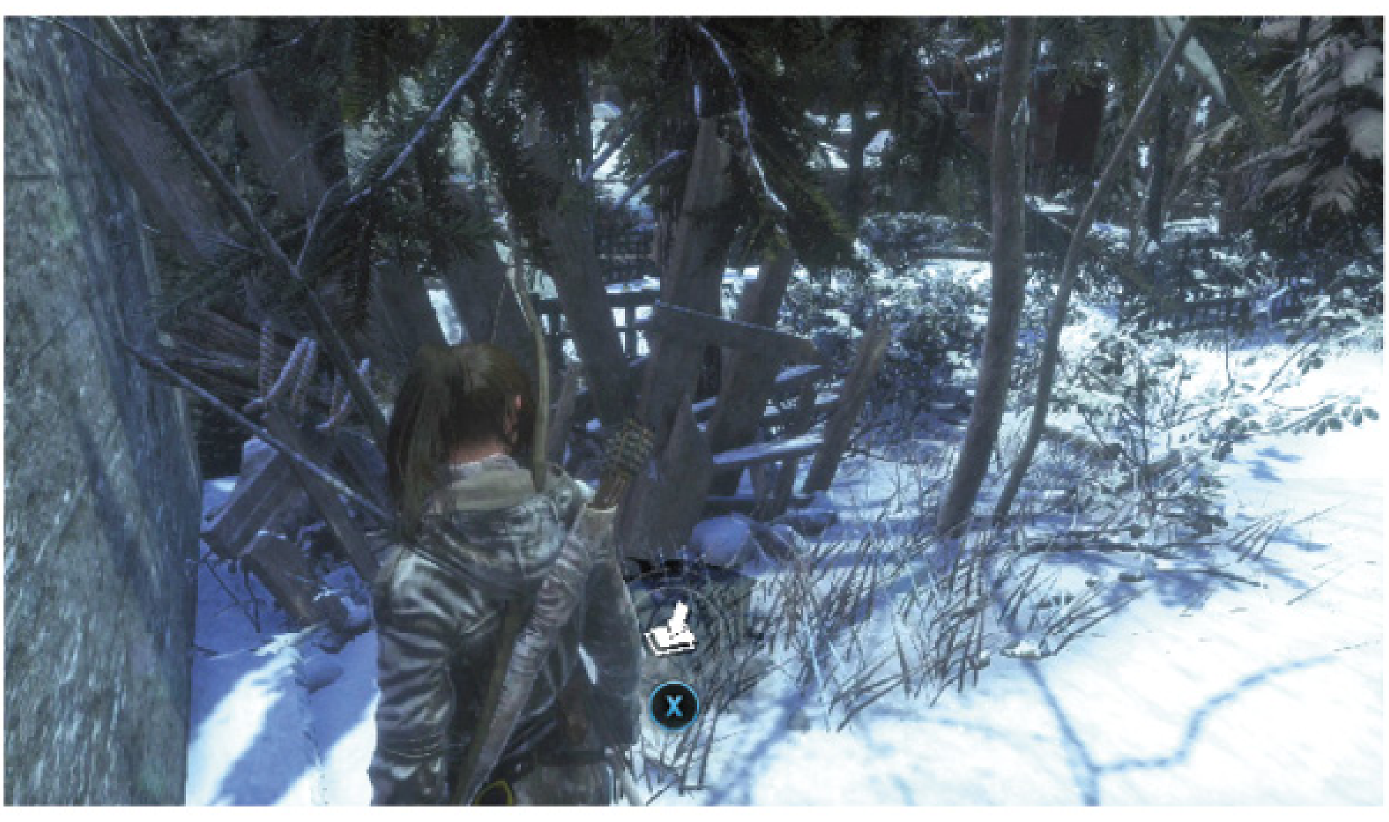
013 SE of Train Yard: A **Mural** is in the right side of the path, before you jump through a small opening. This is just after you've left the warehouse.



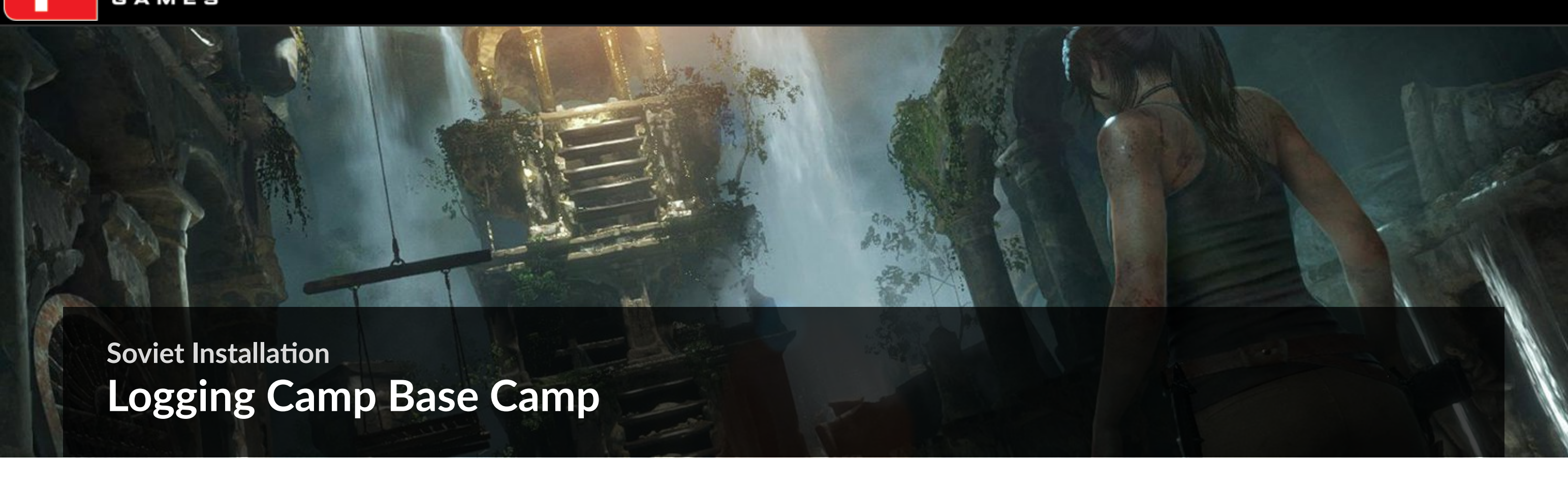
014 NE of Train Yard: A **Relic** is inside a small cargo container, not far from the camp.



015 N of Train Yard: A **Survival Cache** is along the western wall above the camp.

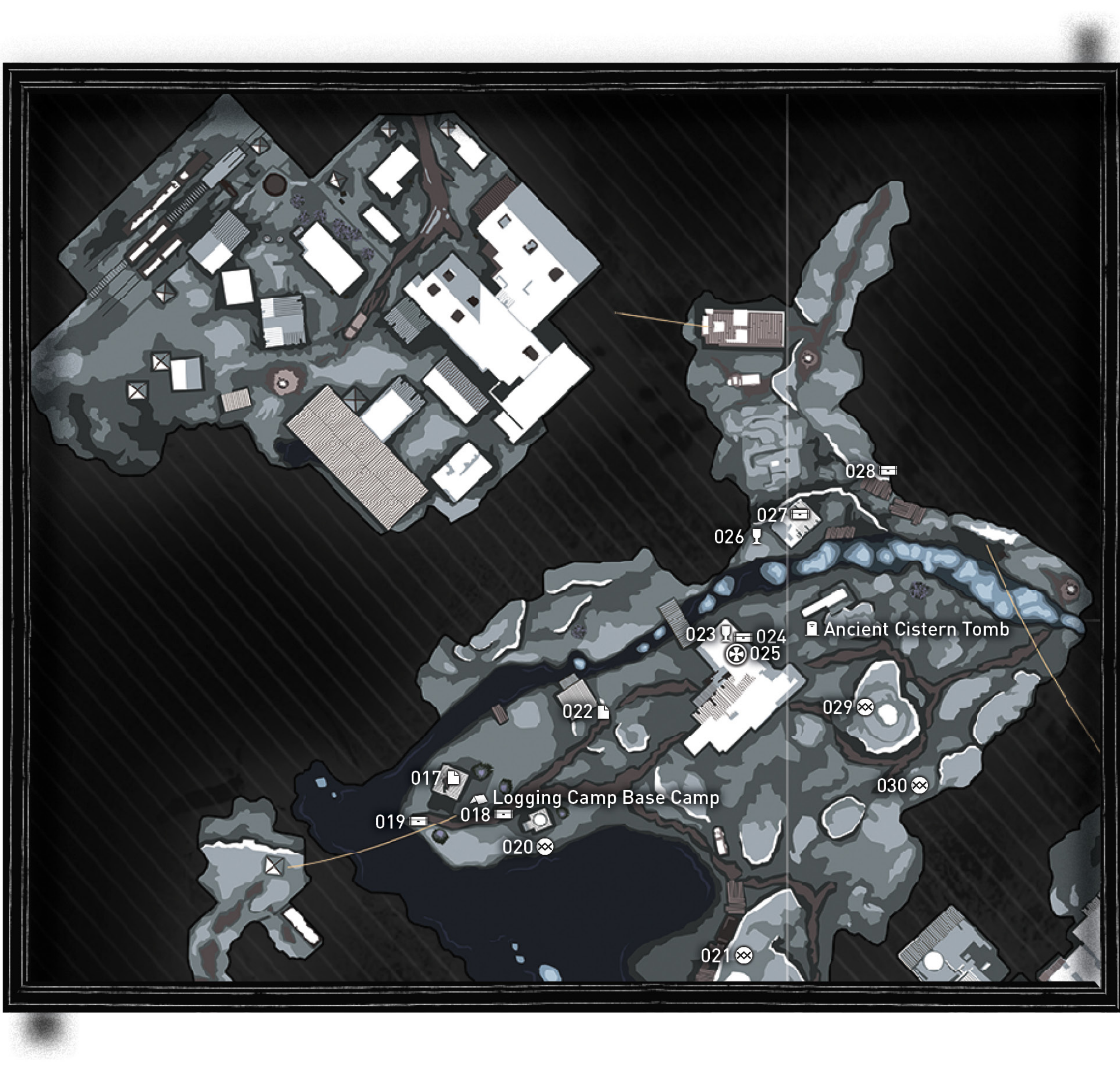


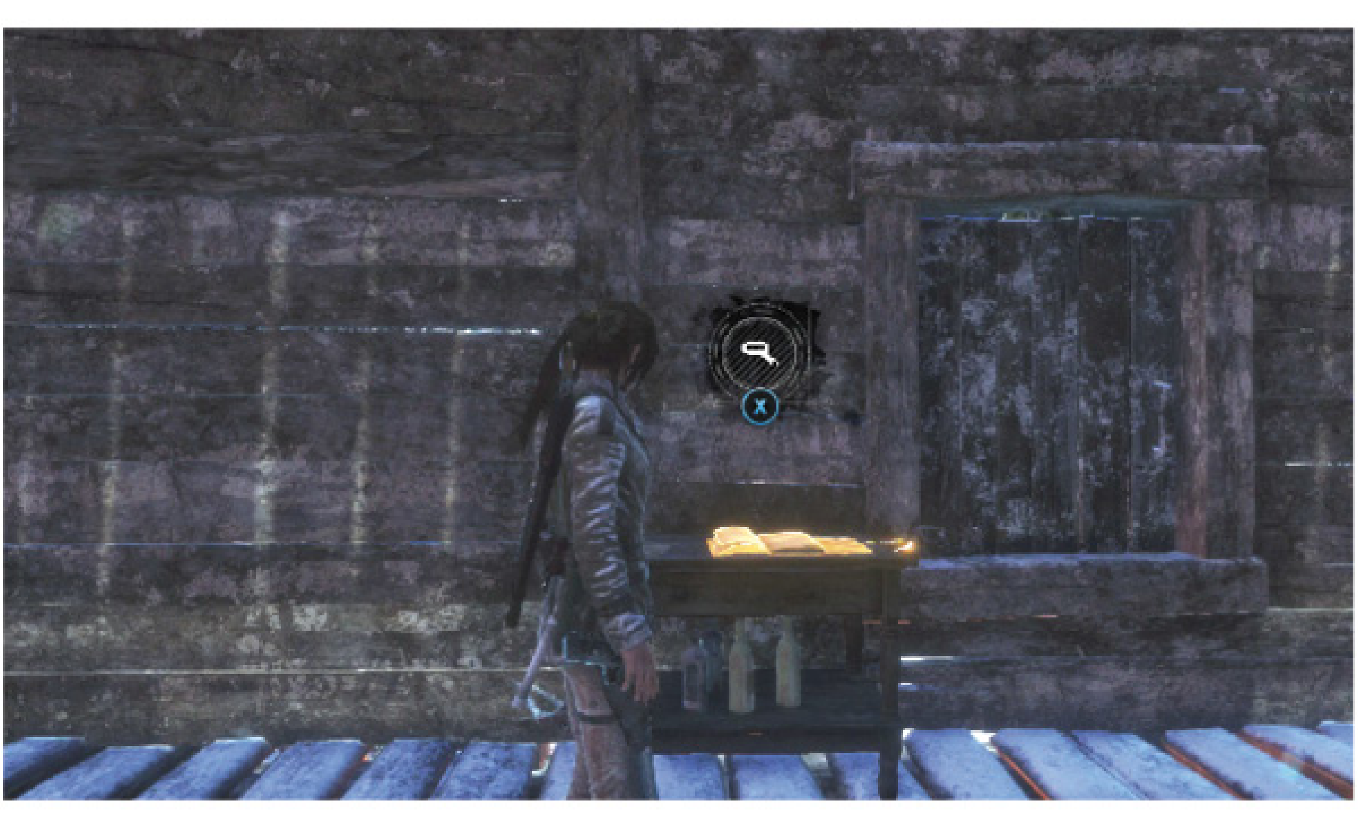
016 Far SE of Train Yard: Outside of the building, when you come here to save prisoners later on, look for a **Survival Cache**. It's in the snow to the right of the rear entrance.

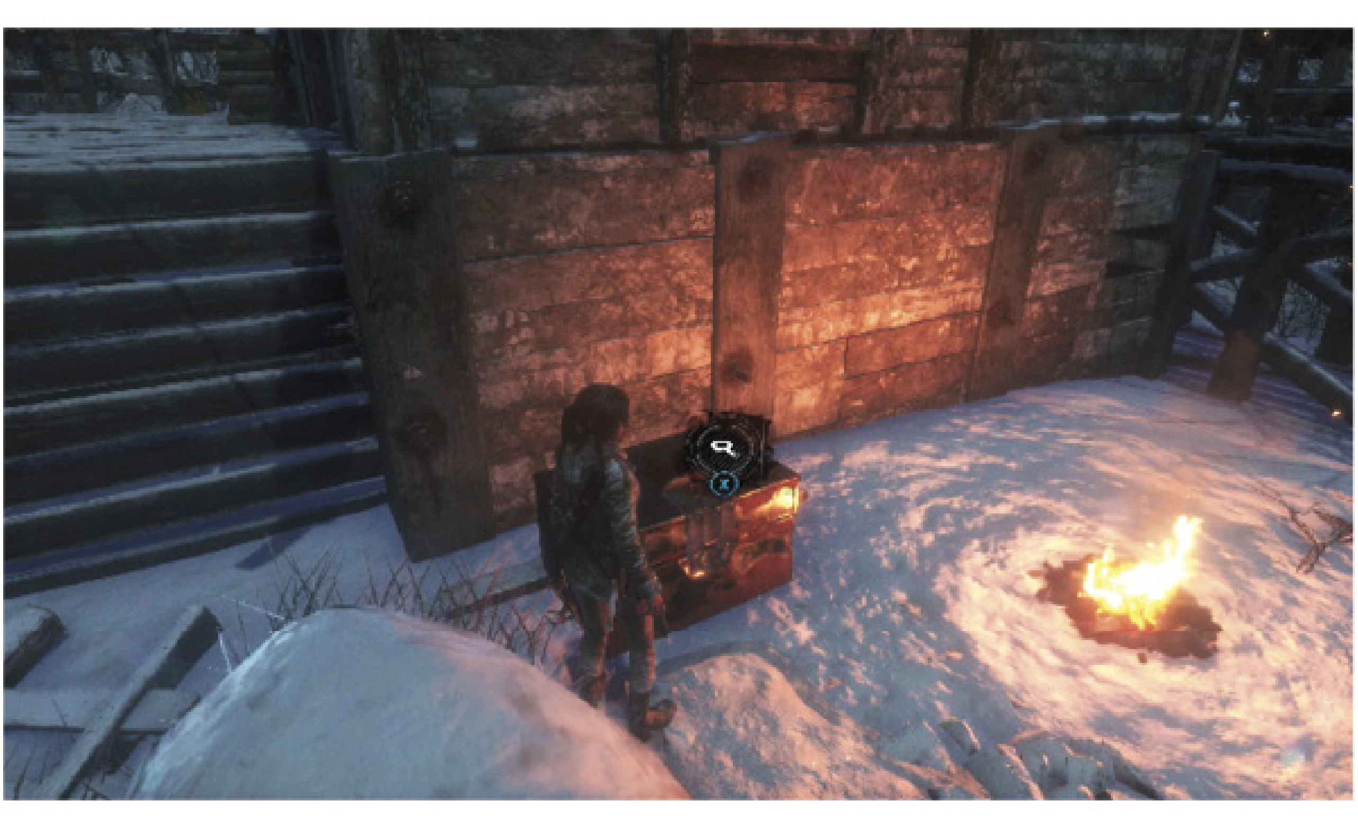


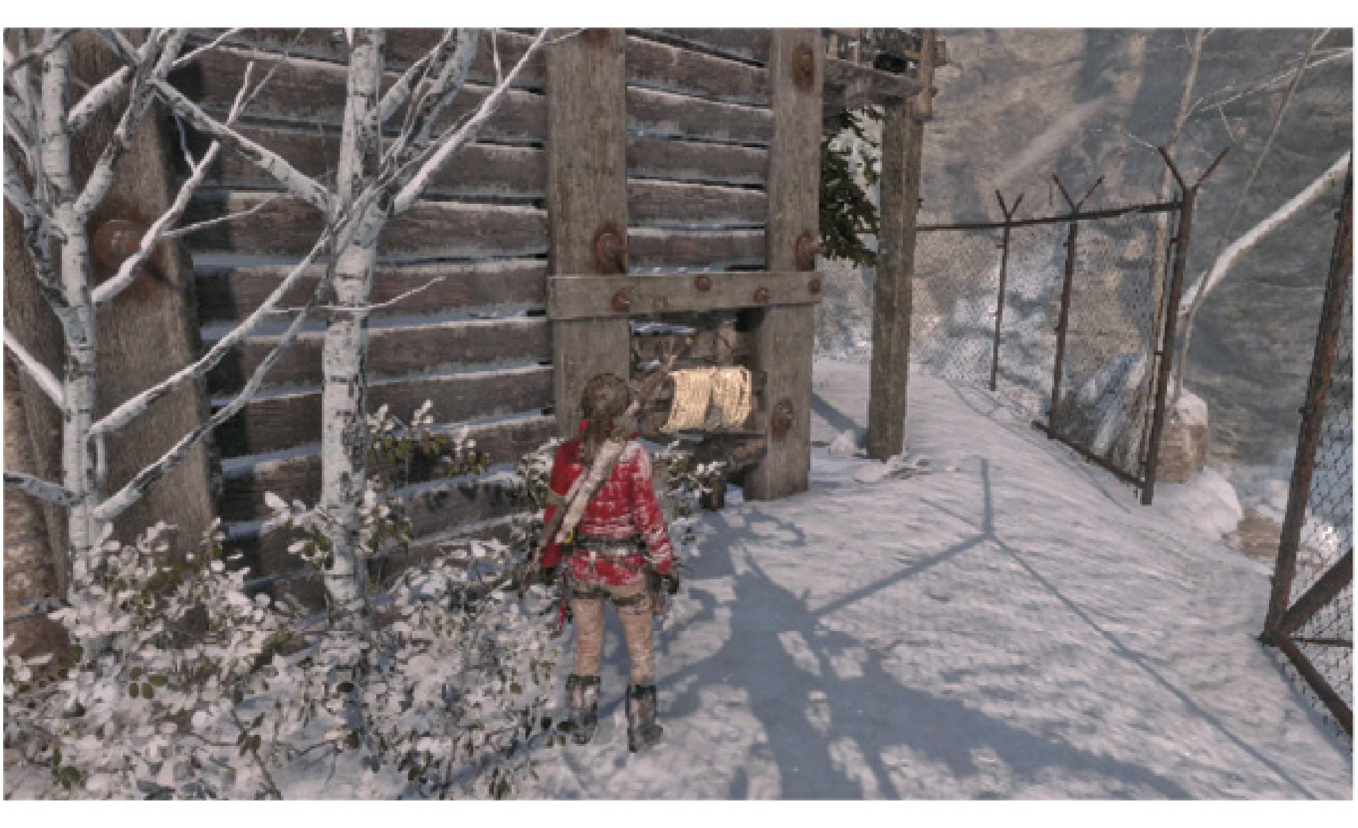
Soviet Installation

Logging Camp Base Camp

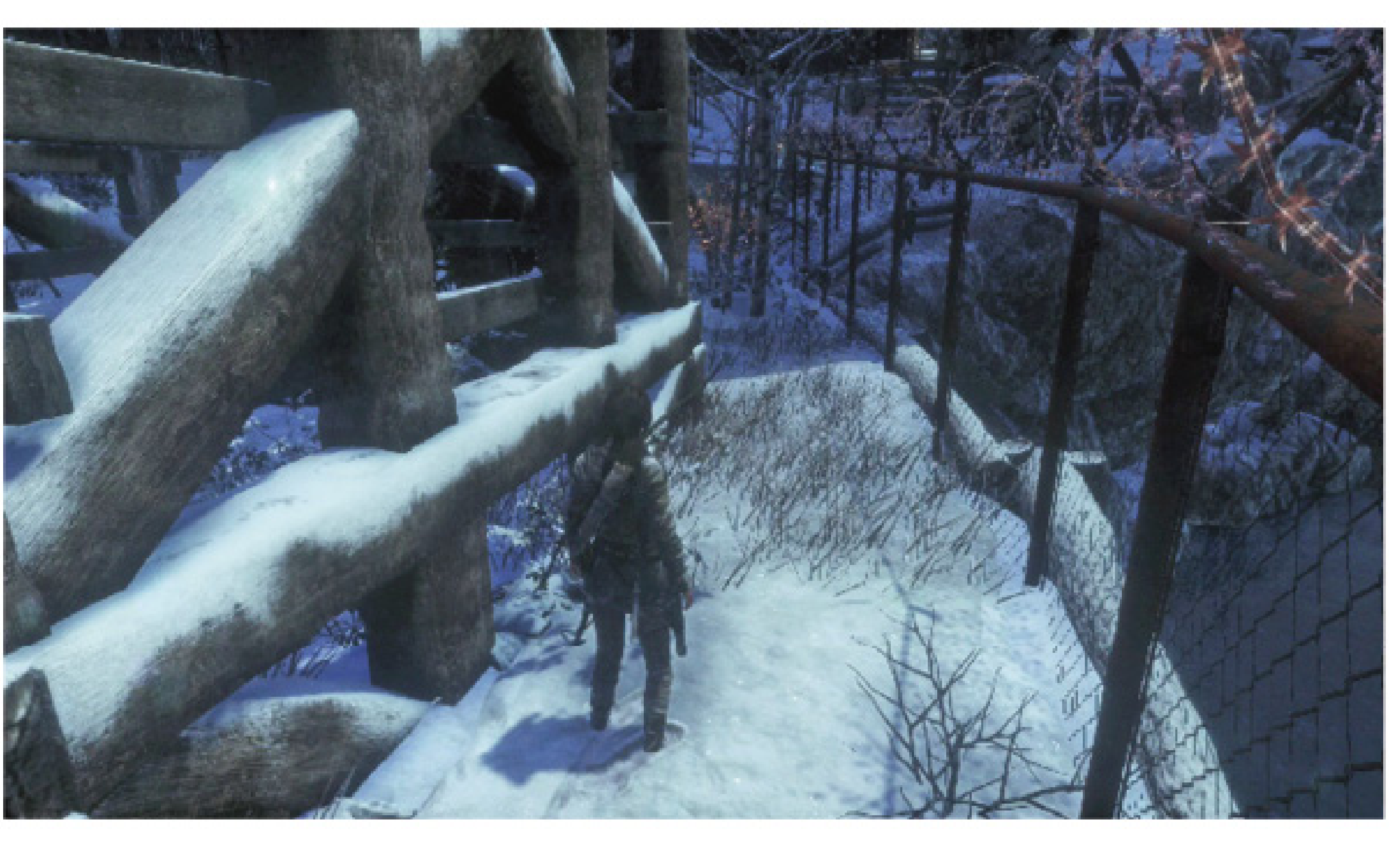




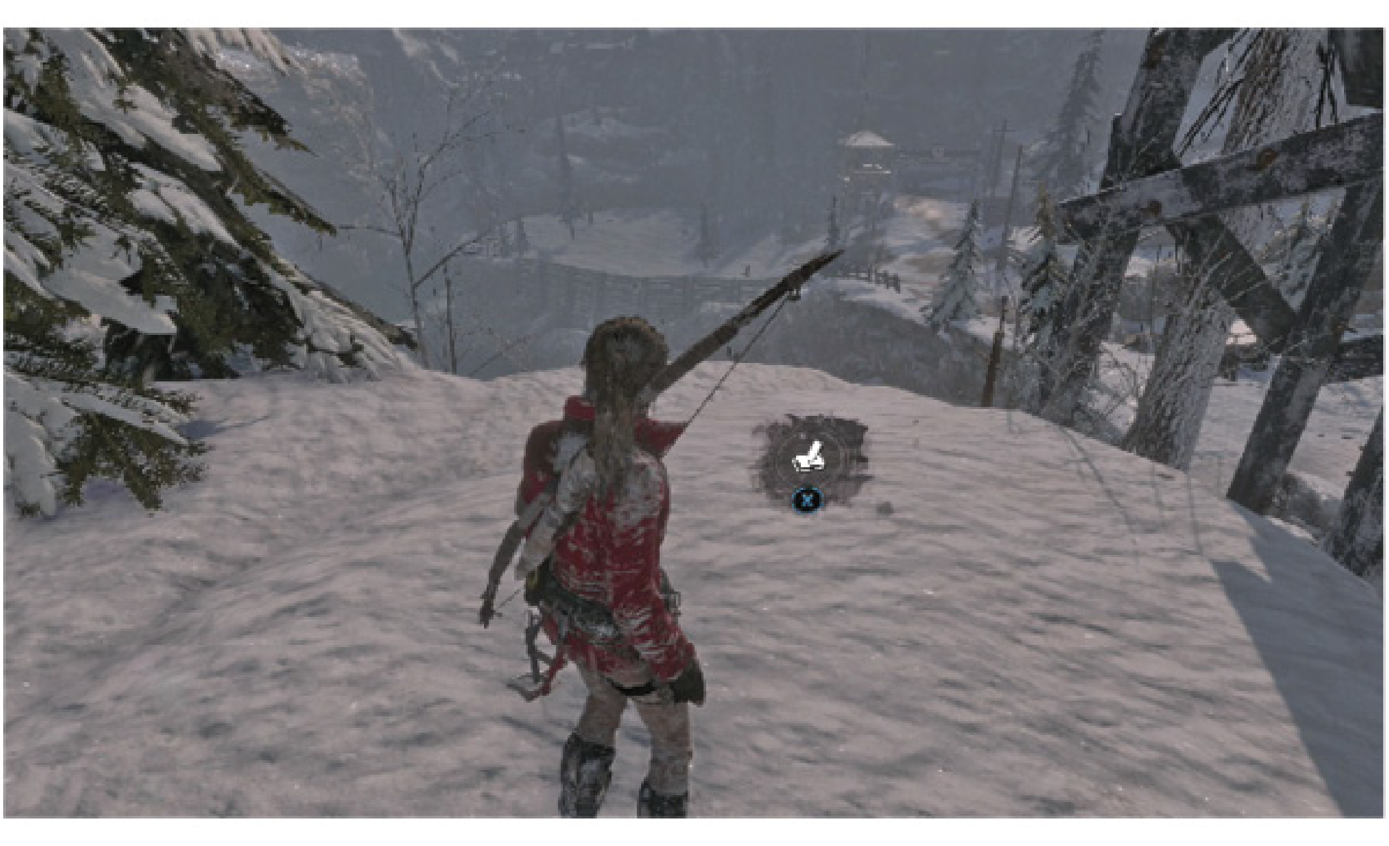




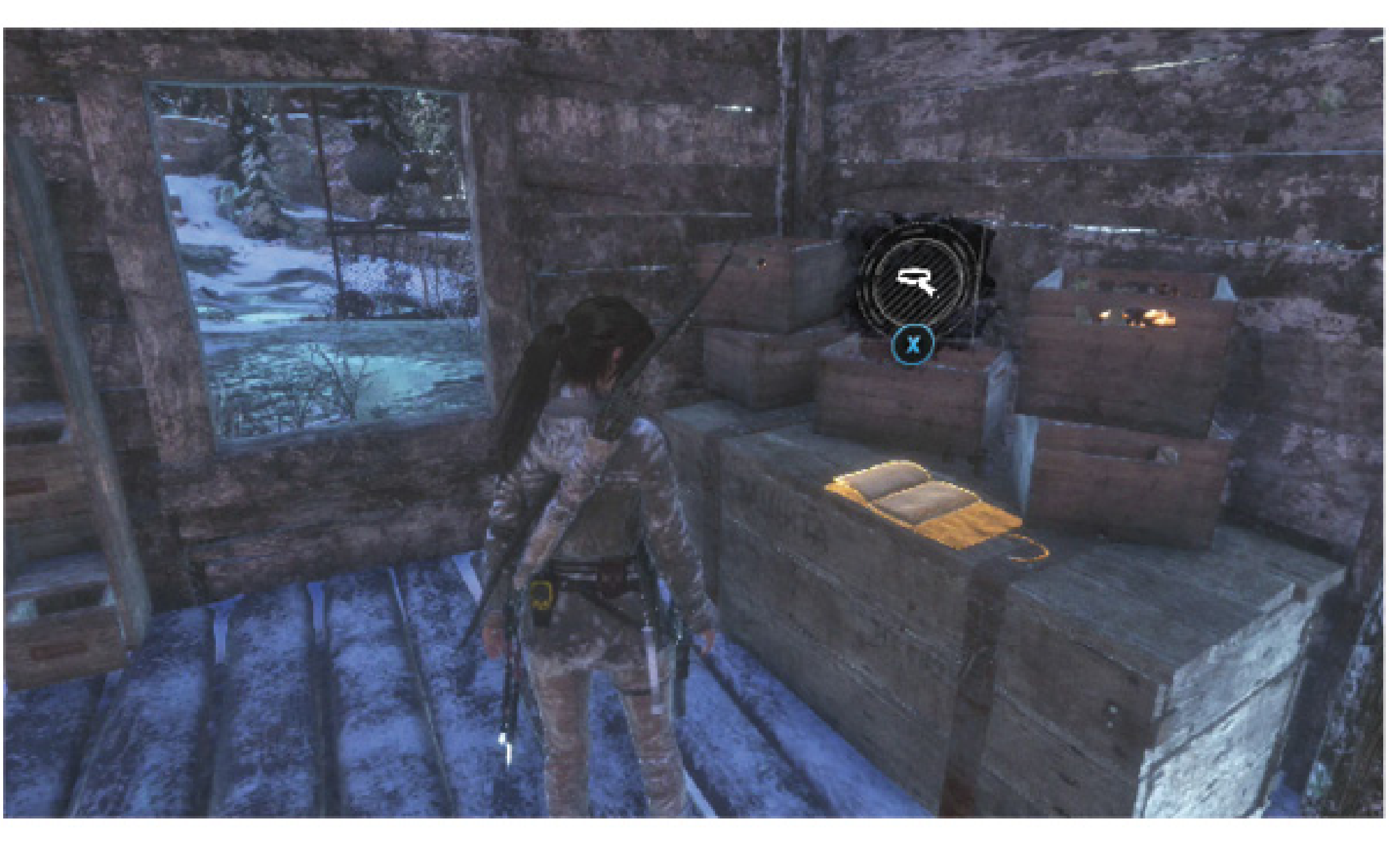
017 **018** **019** Logging Camp: There is a cabin close to camp. Go inside the upper level and look for a **Document**. You also get a **Strongbox** outside the cabin, after getting a Lock Pick. Another **Strongbox** is located beneath the cabin. To get to it, run around back and use your rope arrows to pull open a weak section, then scramble to get inside.



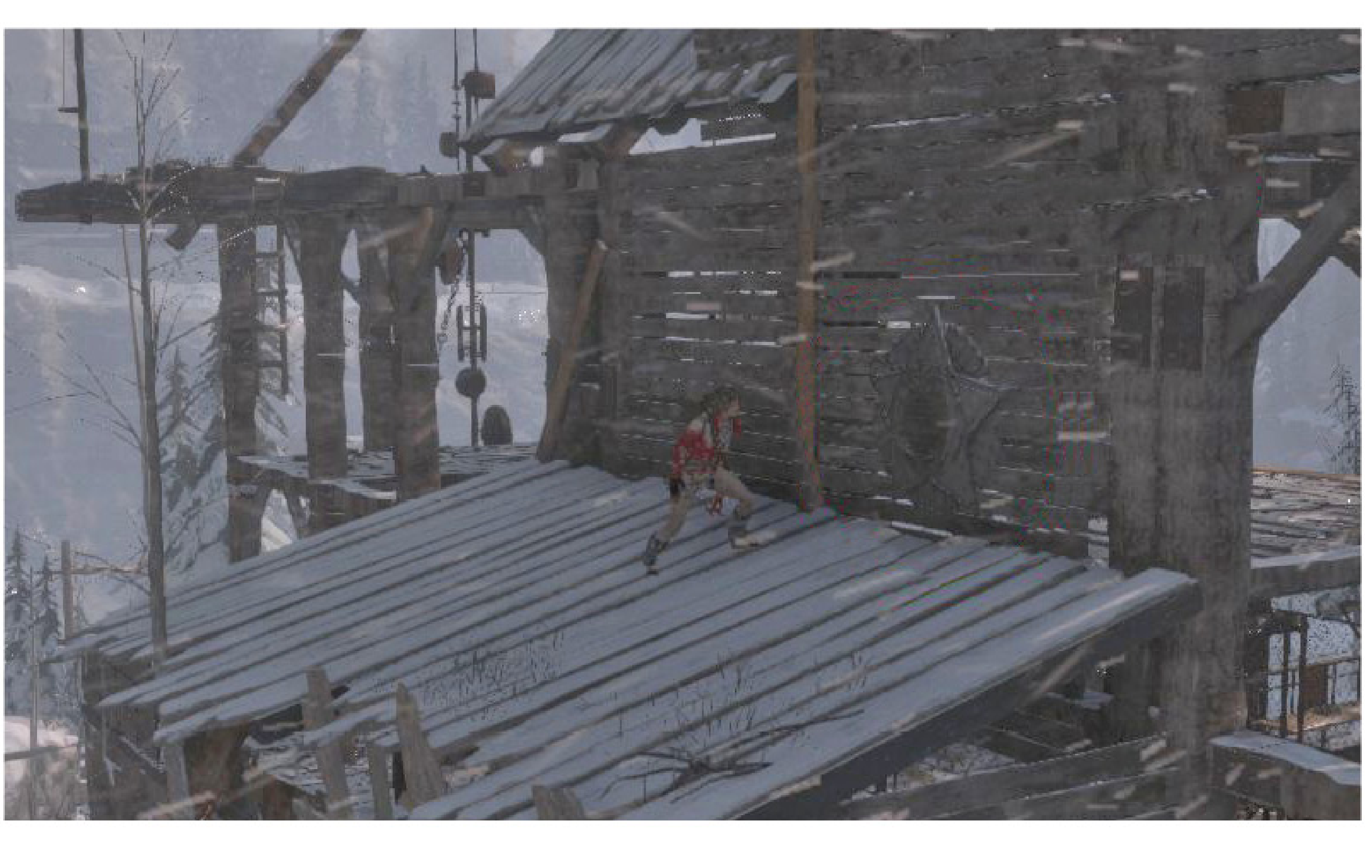
020 SE of Logging Camp: A **Coin Cache** is buried south of the main path as you walk away from the base camp. This is only a short distance away, by a small water cistern.

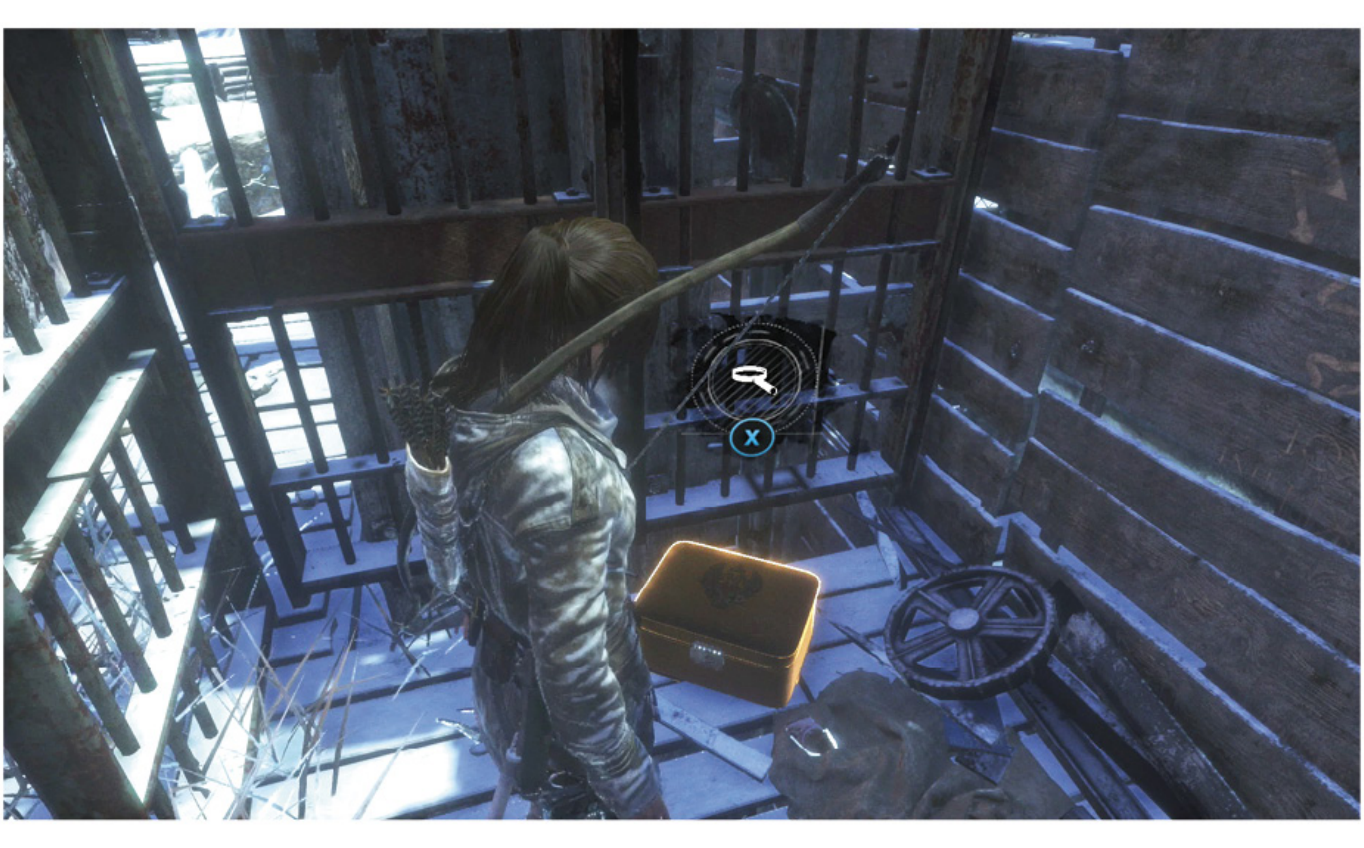


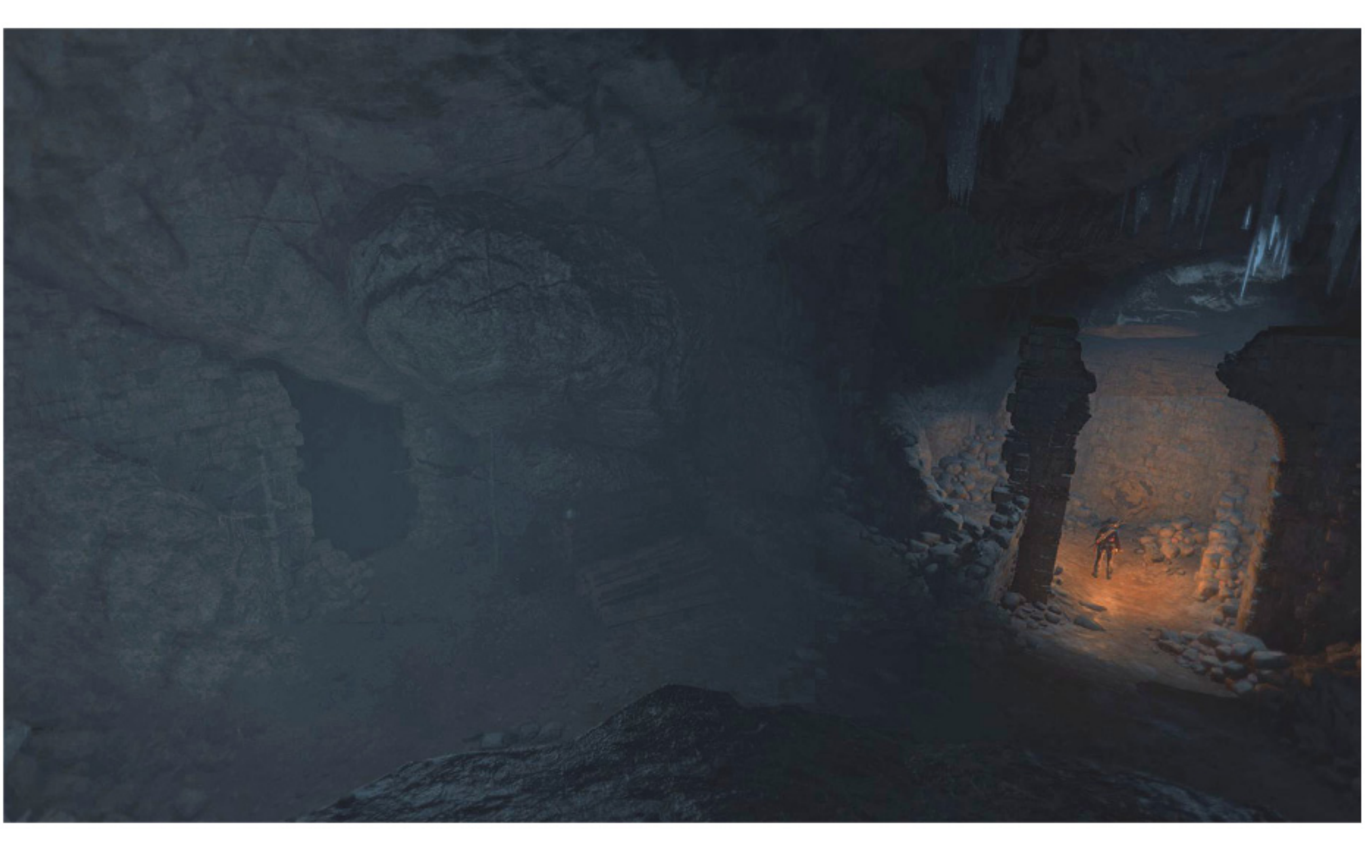
021 SE of Logging Camp: Take the path away from base camp and turn south when you can. Climb onto a hill and search for this **Coin Cache** at the top, as revealed by the southern Monolith.

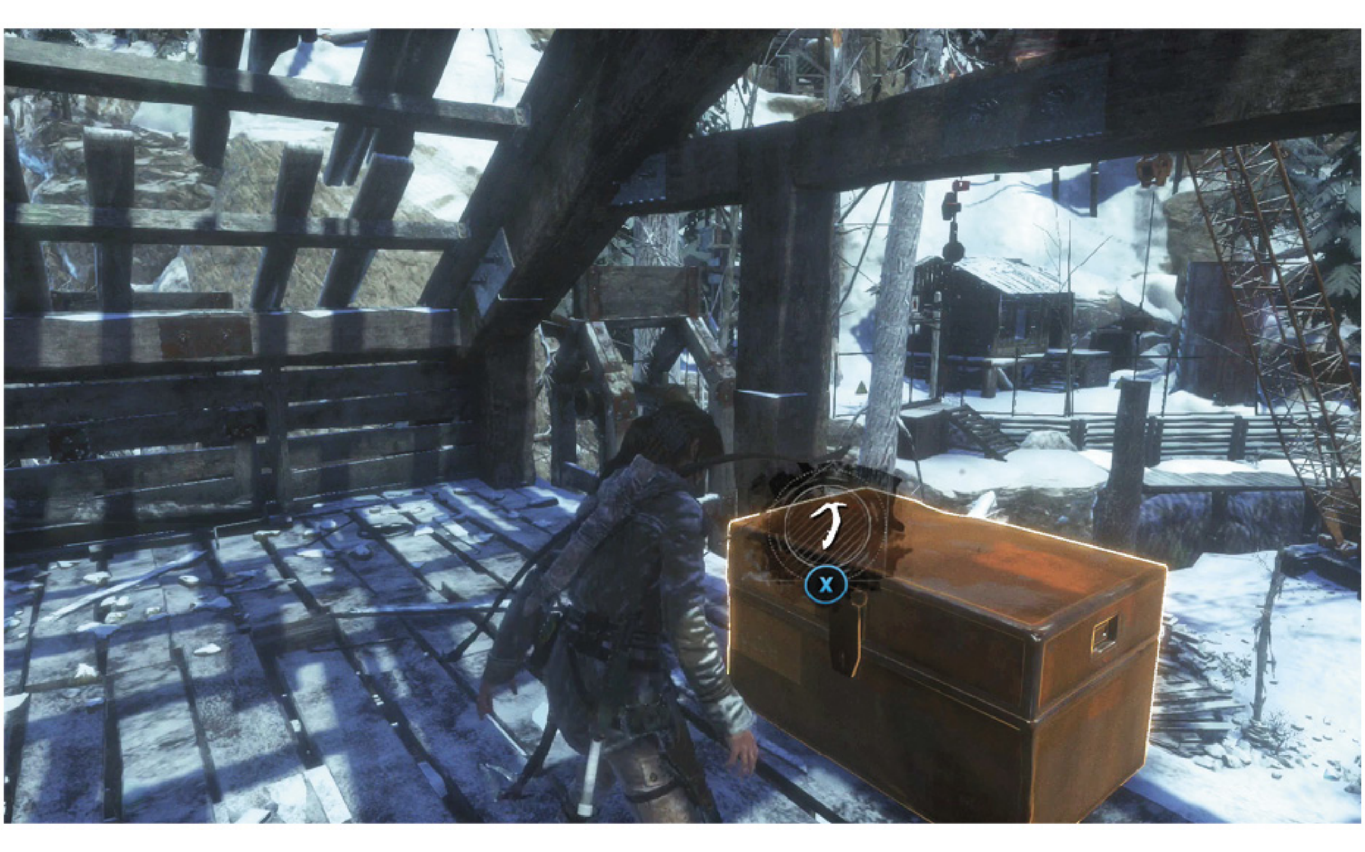


022 NE of Logging Camp: Go inside a small building and get a **Document** there.









023 **024** **025** NE from Logging Camp: Go to a lumber mill and search that place with a fine-toothed comb. A cage nearby has a **Relic** too. Use a hanging ladder near the ground floor to reach a **Strongbox**. On the second floor, on the south side of the building, there is a **Mural**.

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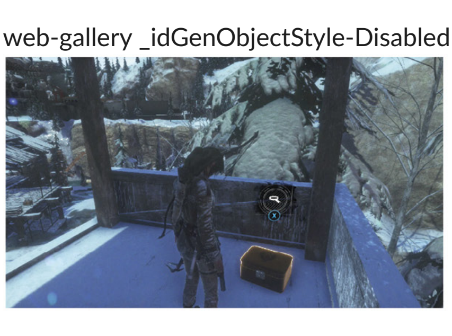
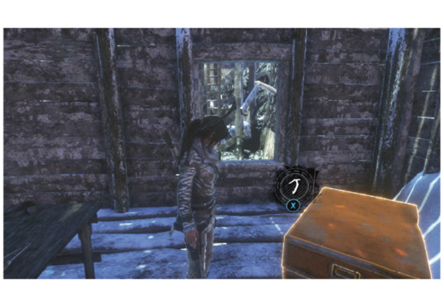
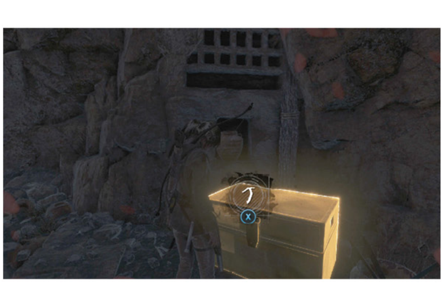
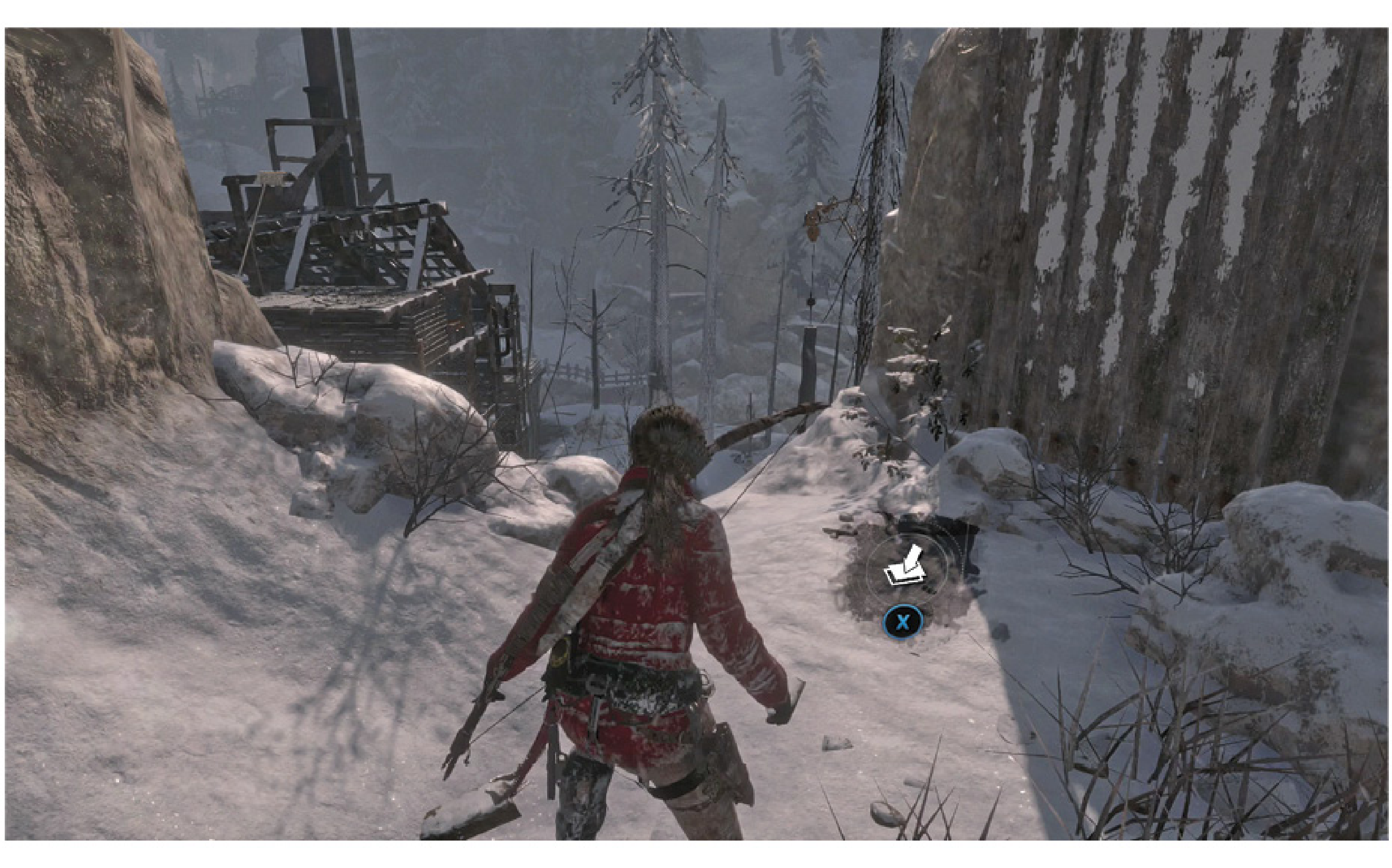


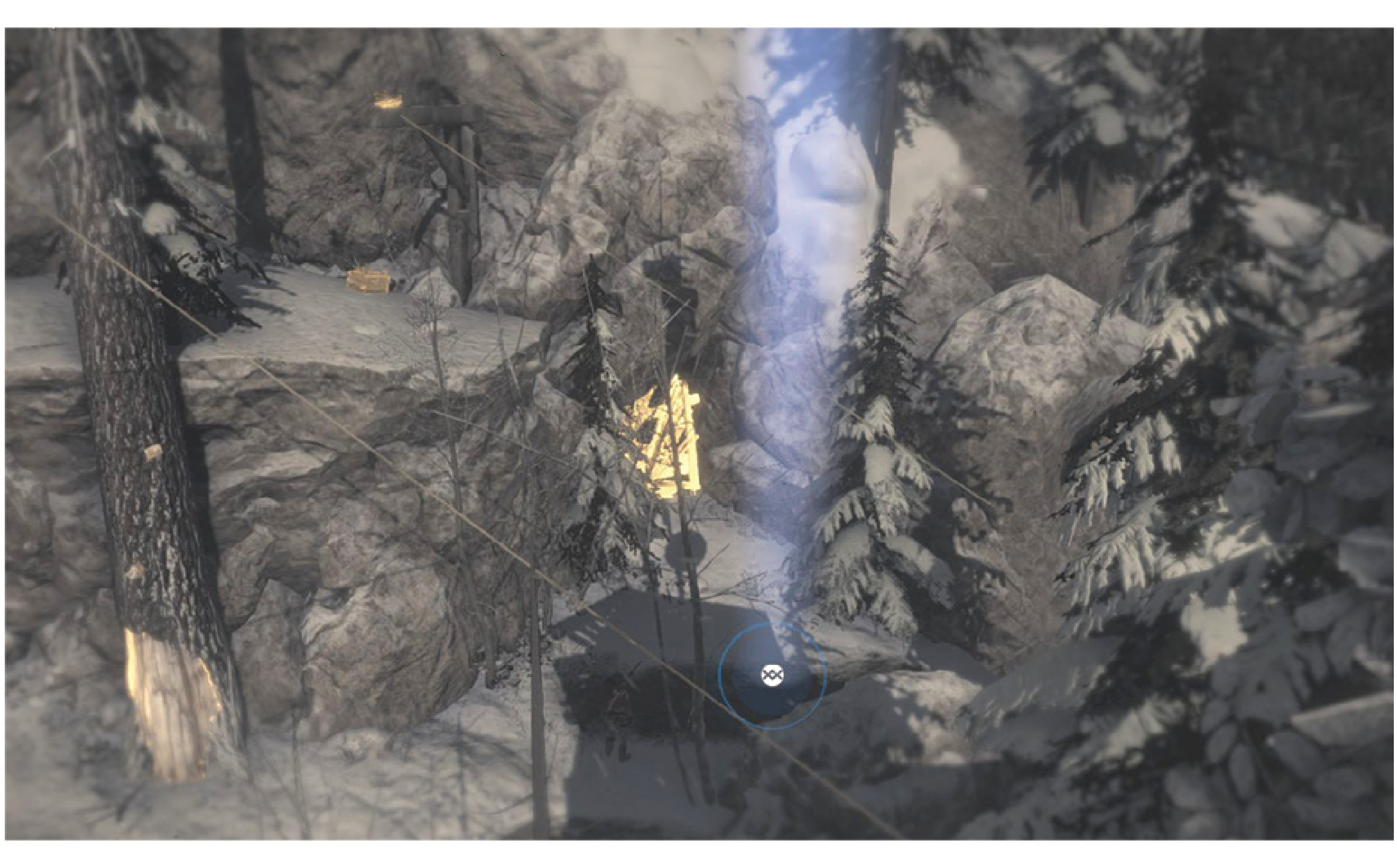




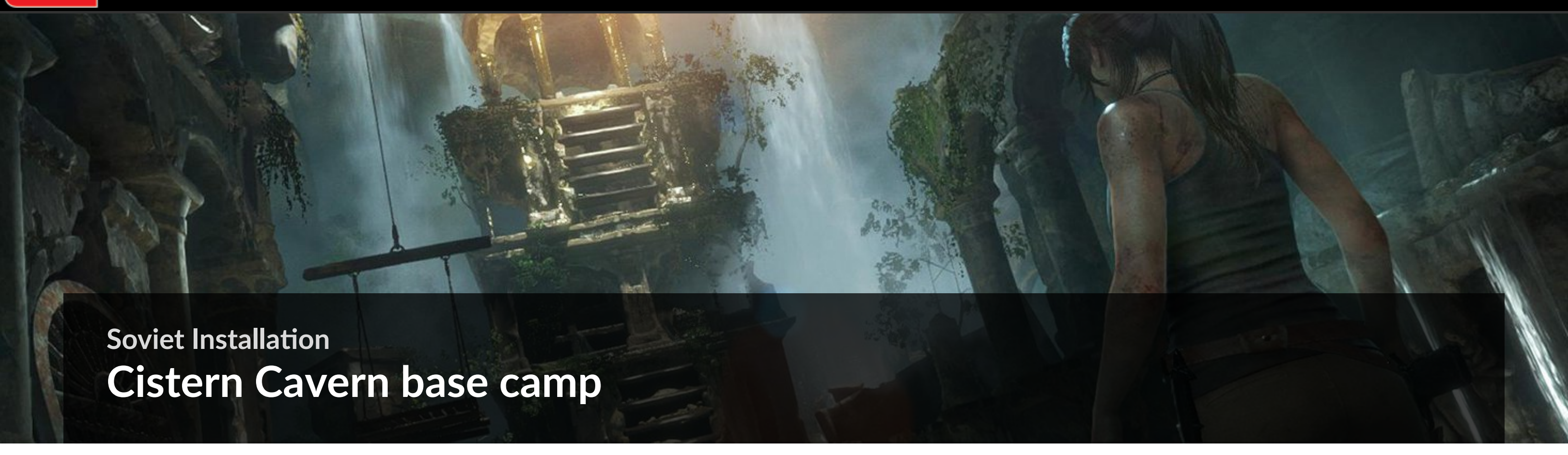
026 **027** **028** NE of Logging Camp: There is a **Relic** on top of a watchtower; it's north of the Cistern Cavern entrance. You find a **Strongbox** just east of there, on ground level inside a building. Continue east to reach a Cave that requires a Grenade Arrow to enter. Blast it open later in the game and search inside for a **Strongbox**.



029 E of Logging Camp: Climb the massive hill southeast of the lumber mill. Before you reach a small wooden wall, search for a **Coin Cache**.

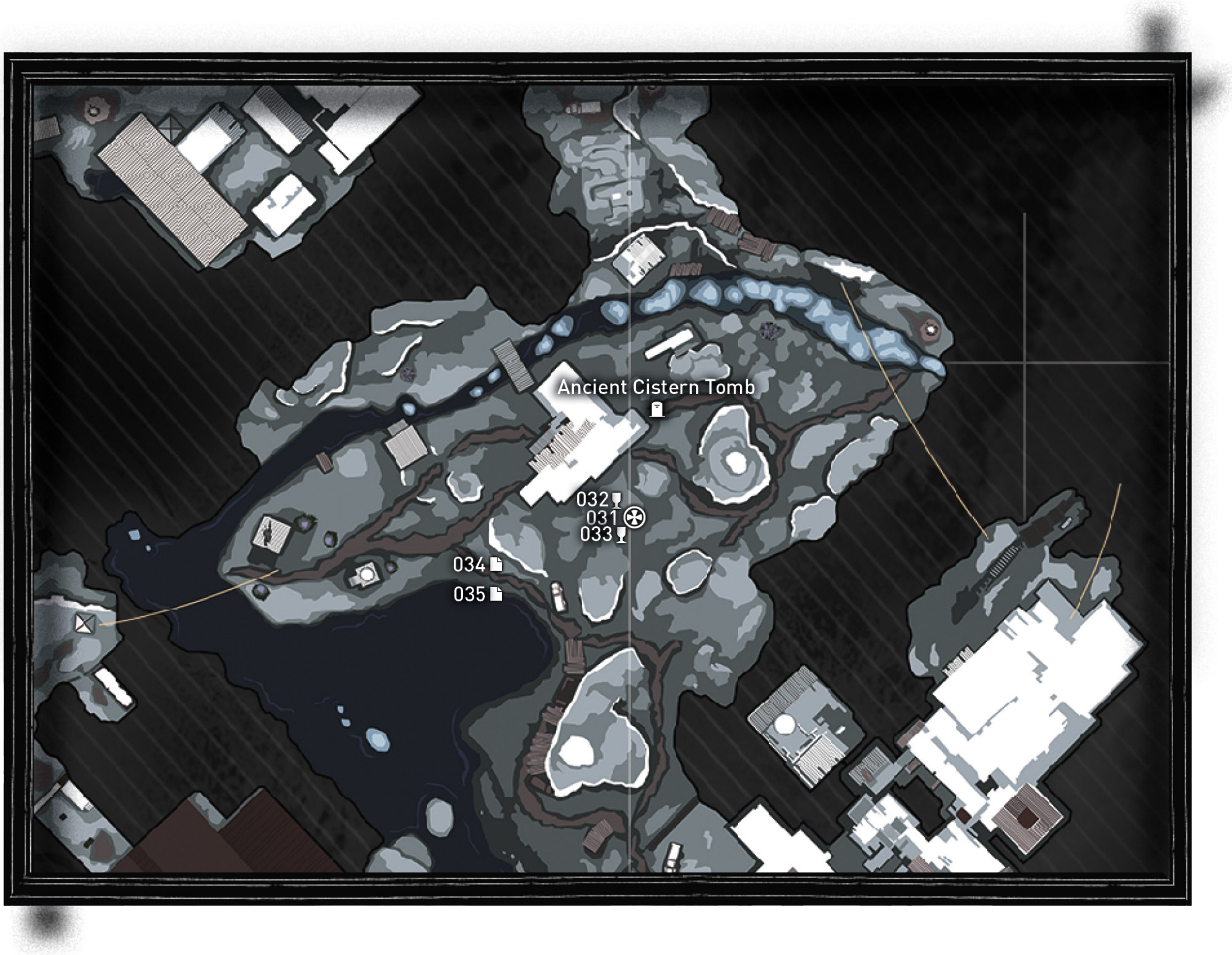


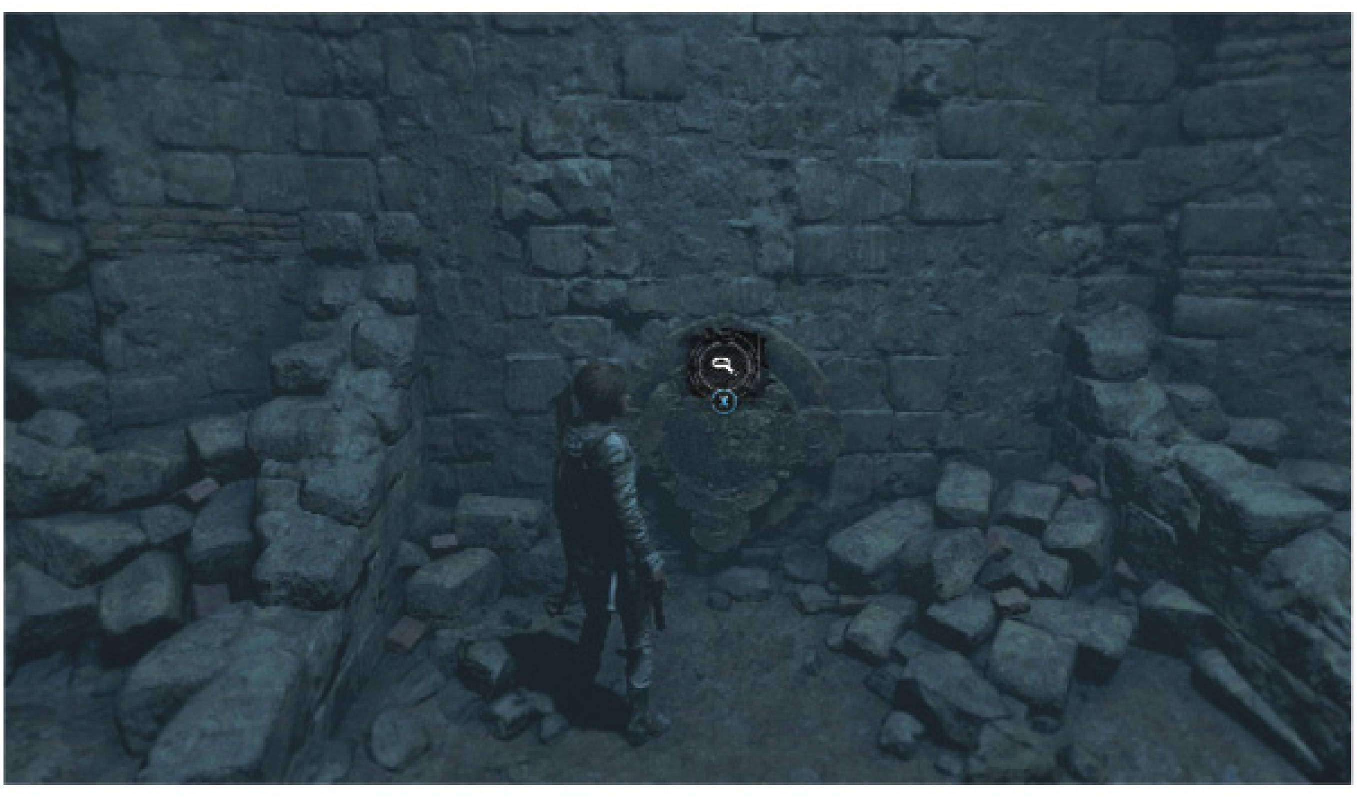
030 SE of Coin Cache **030**: find this **Coin Cache** in front of the breakable barrier.

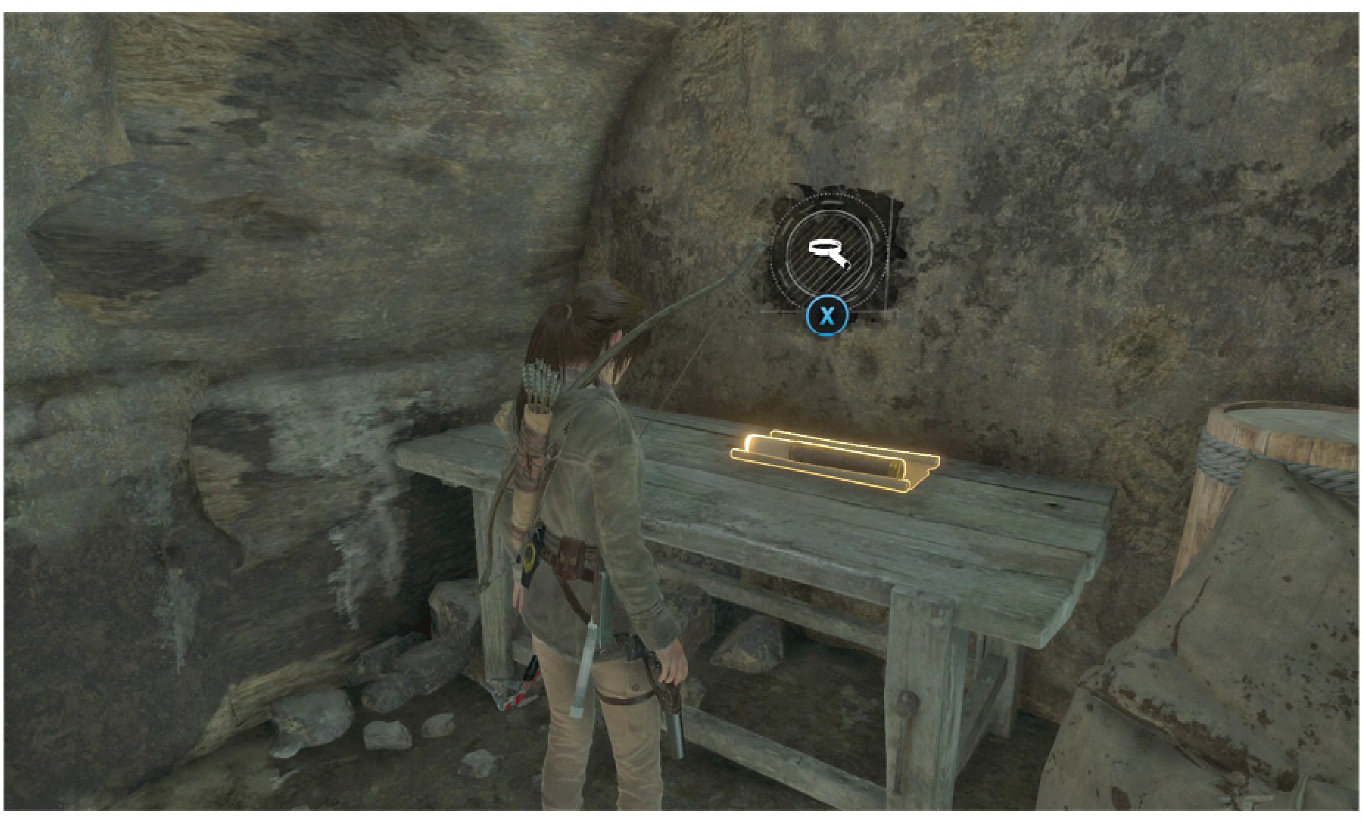


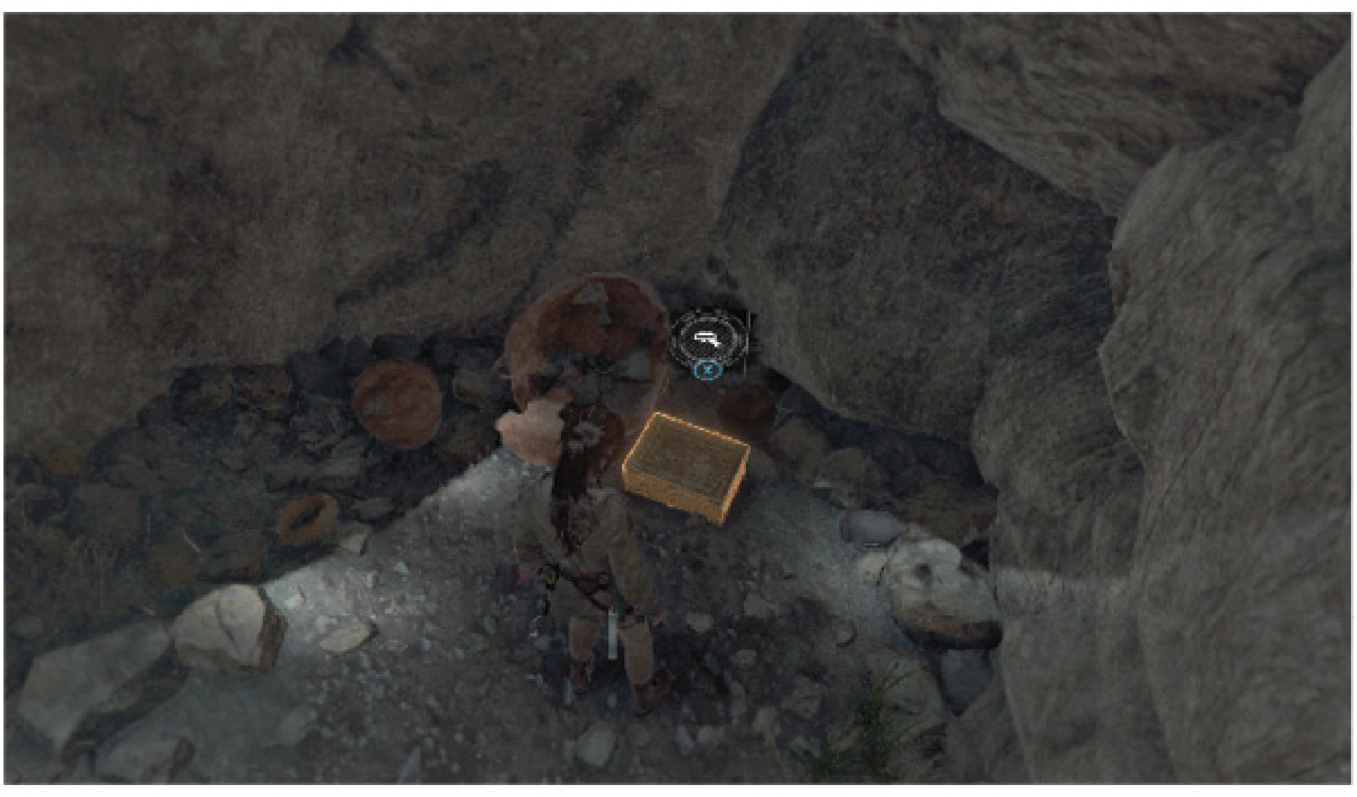
Soviet Installation

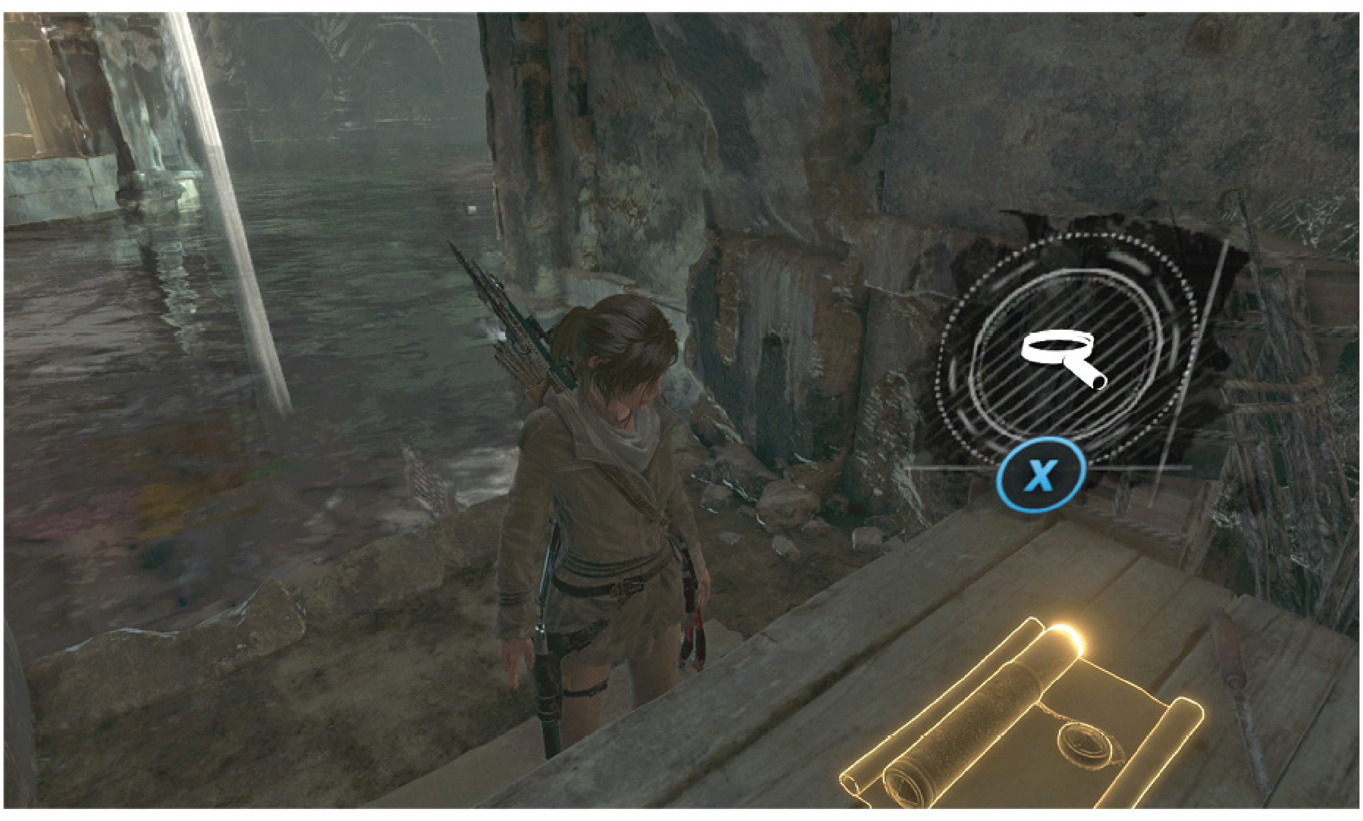
Cistern Cavern base camp

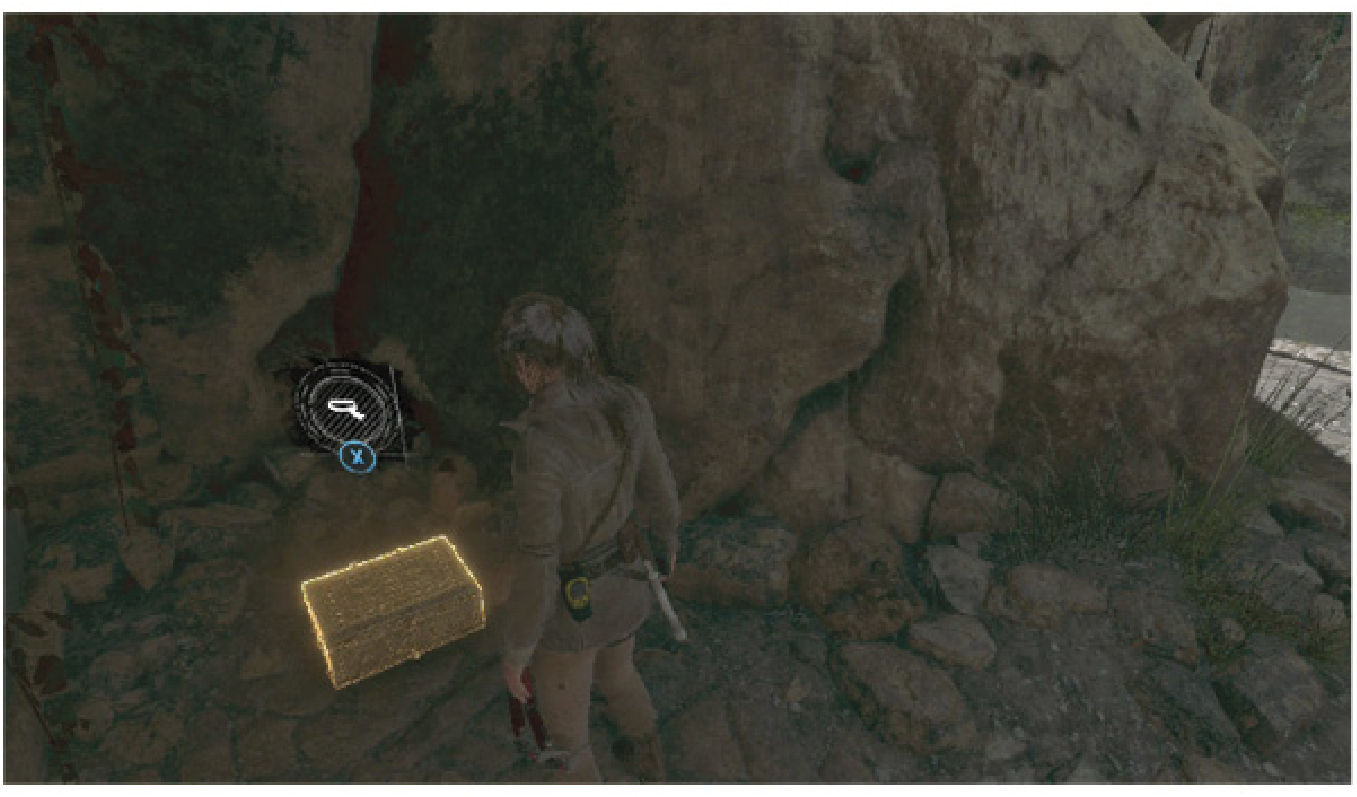

Ancient Cistern Tomb
032
031
033
034
035



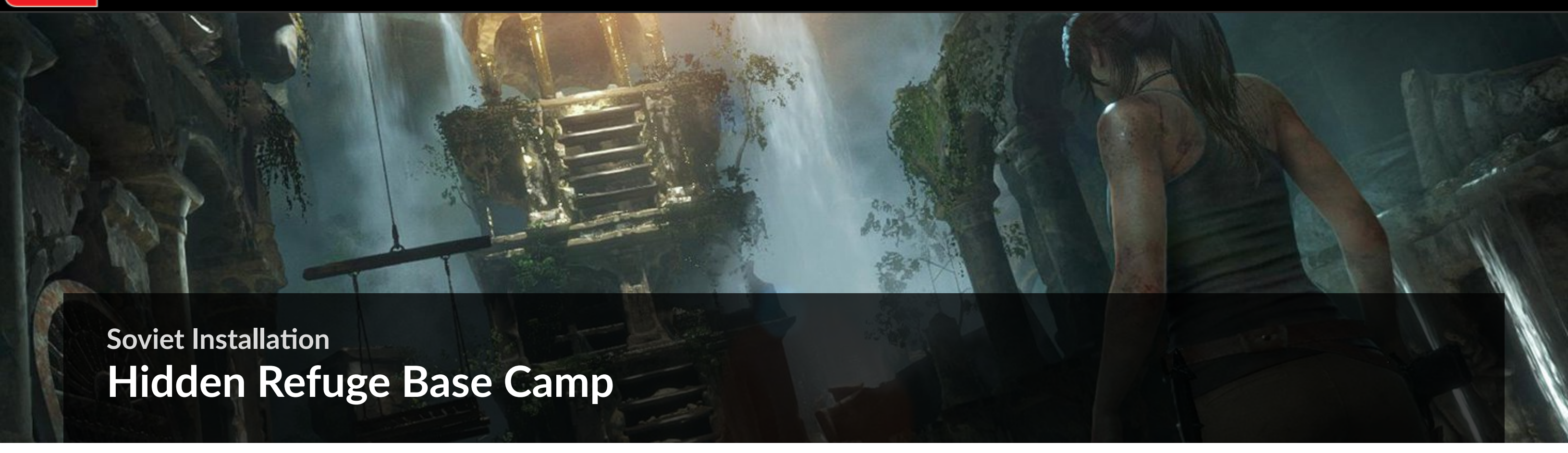






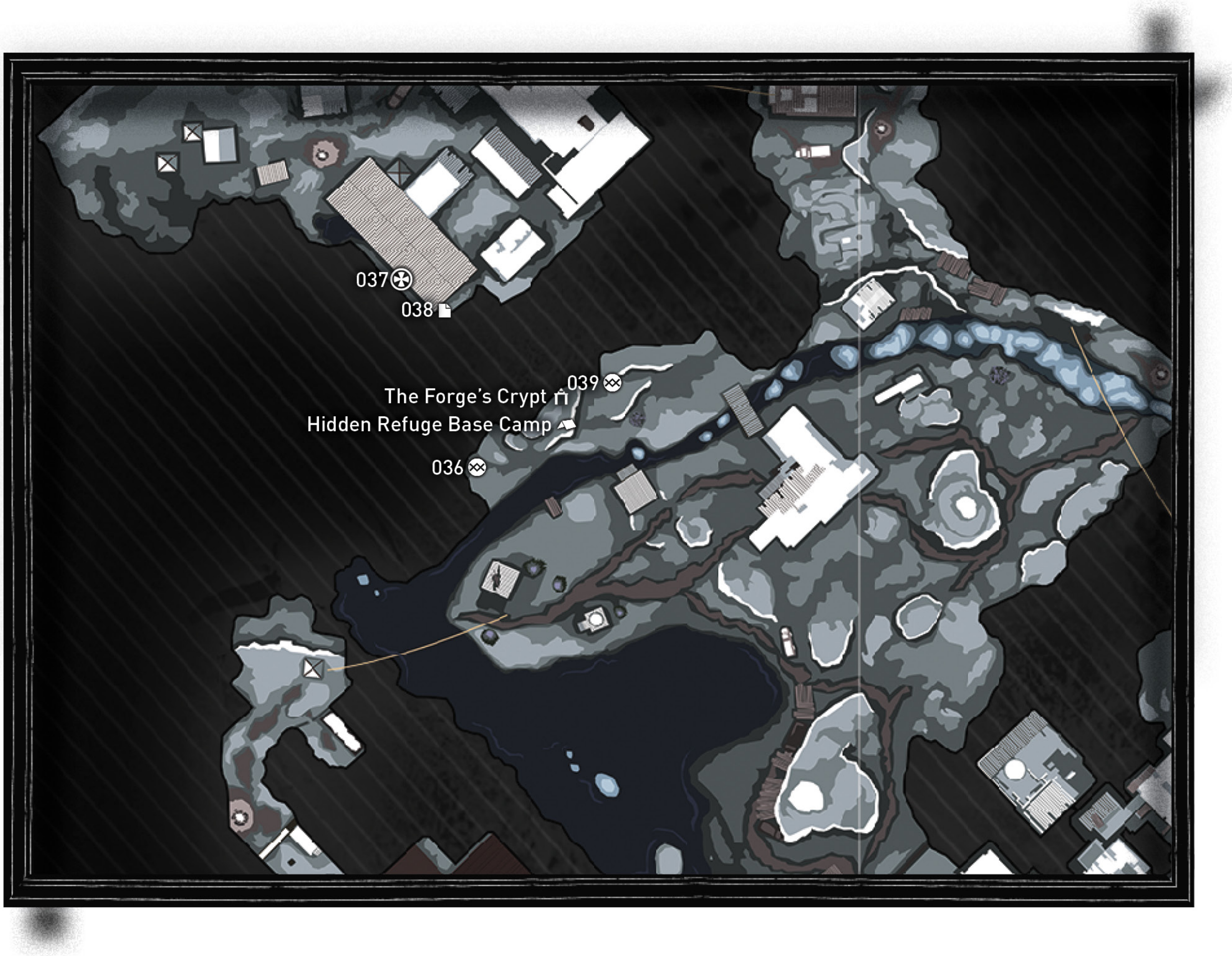


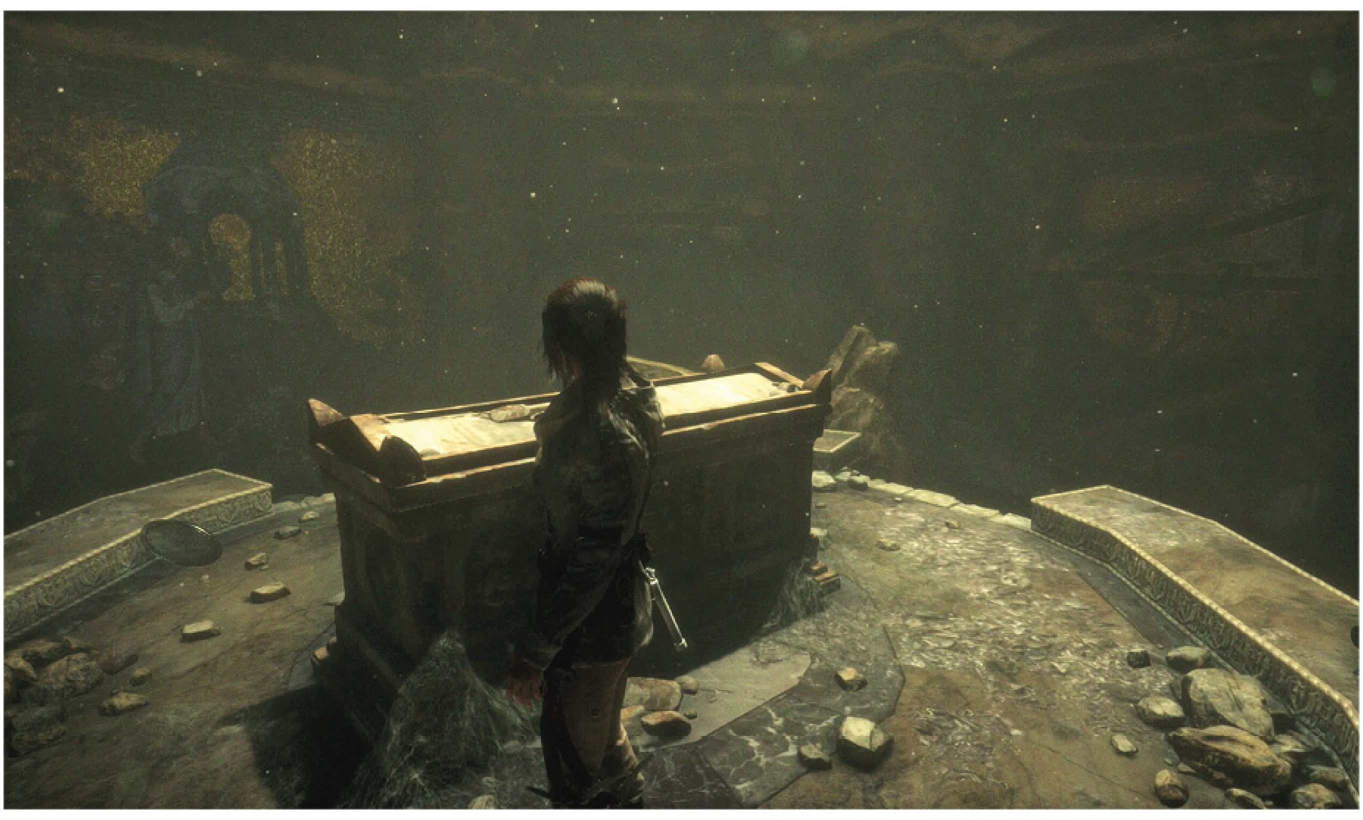
⊛ **031** 🍷 **032** 🍷 **033** 🗎 **034** 🗎 **035** E From Logging Camp: A Cave entrance northeast from the lumber mill gets you into a Tomb. Inside there you receive a **Mural**, two **Relics**, and two **Documents**.

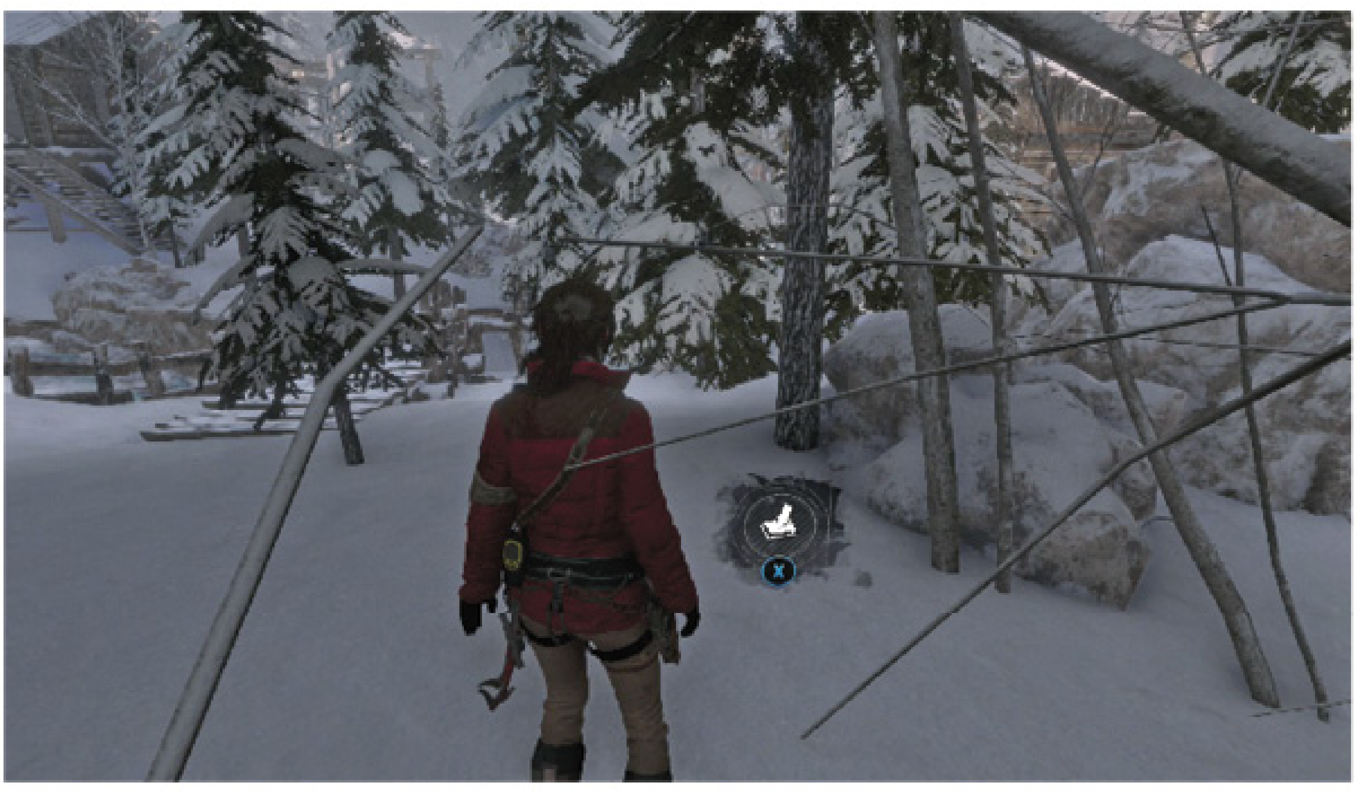


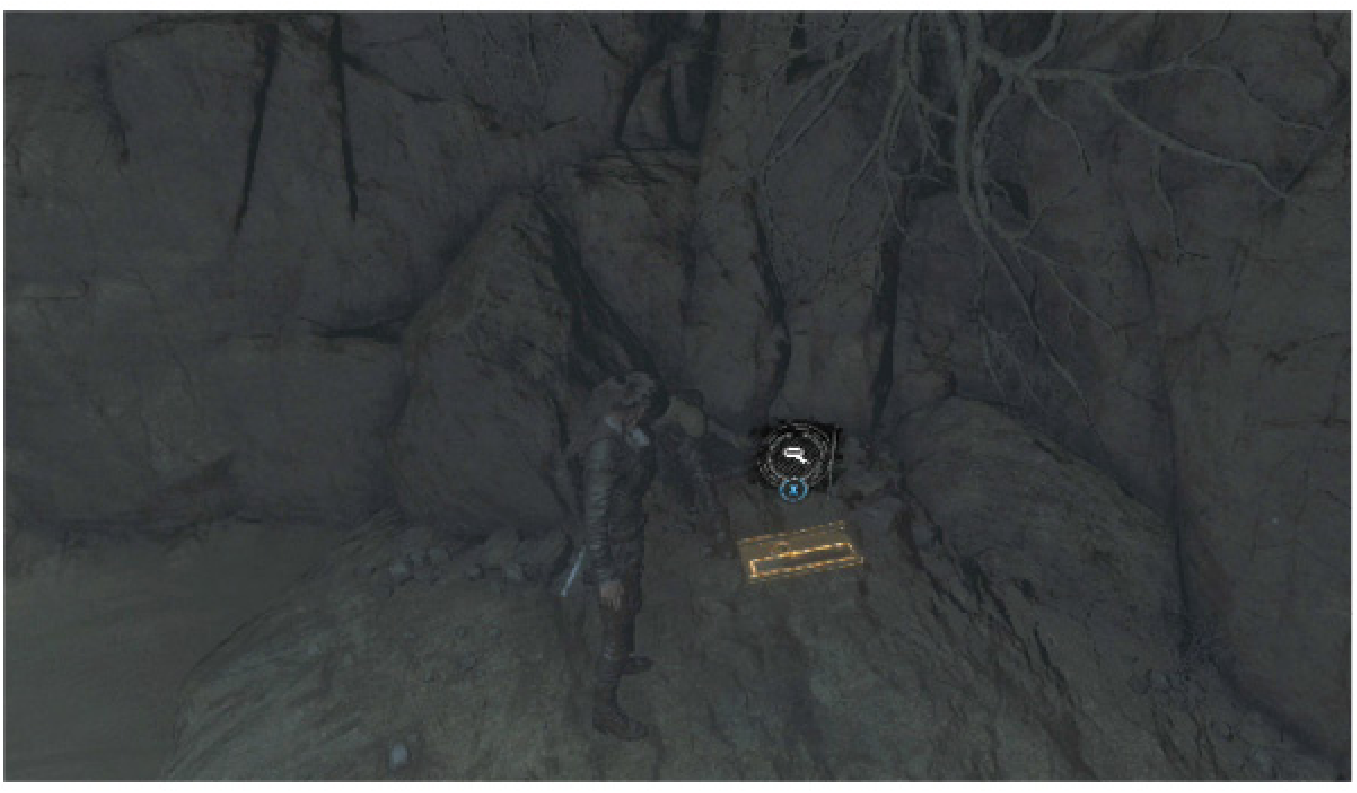
Soviet Installation

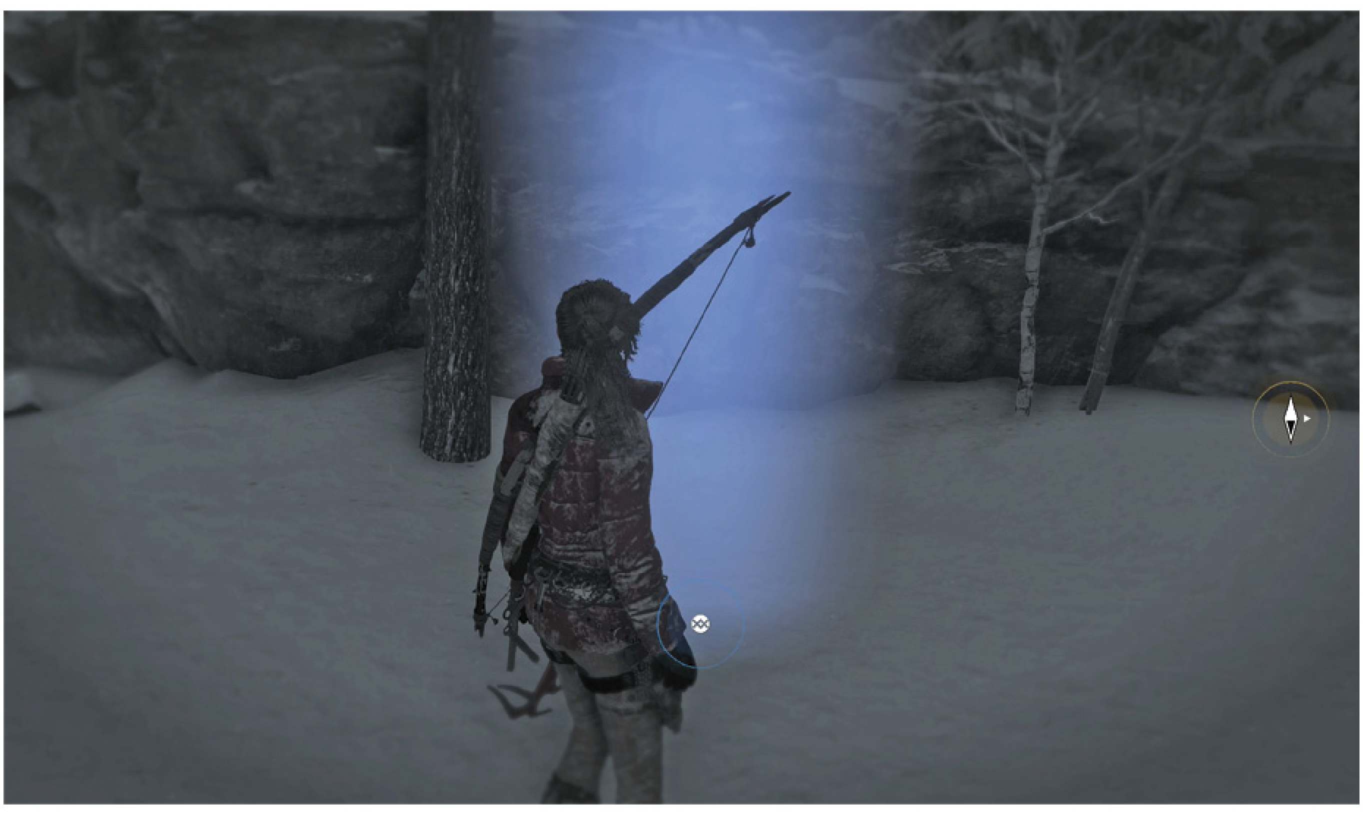
Hidden Refuge Base Camp


037
038
039
The Forge's Crypt
Hidden Refuge Base Camp
036

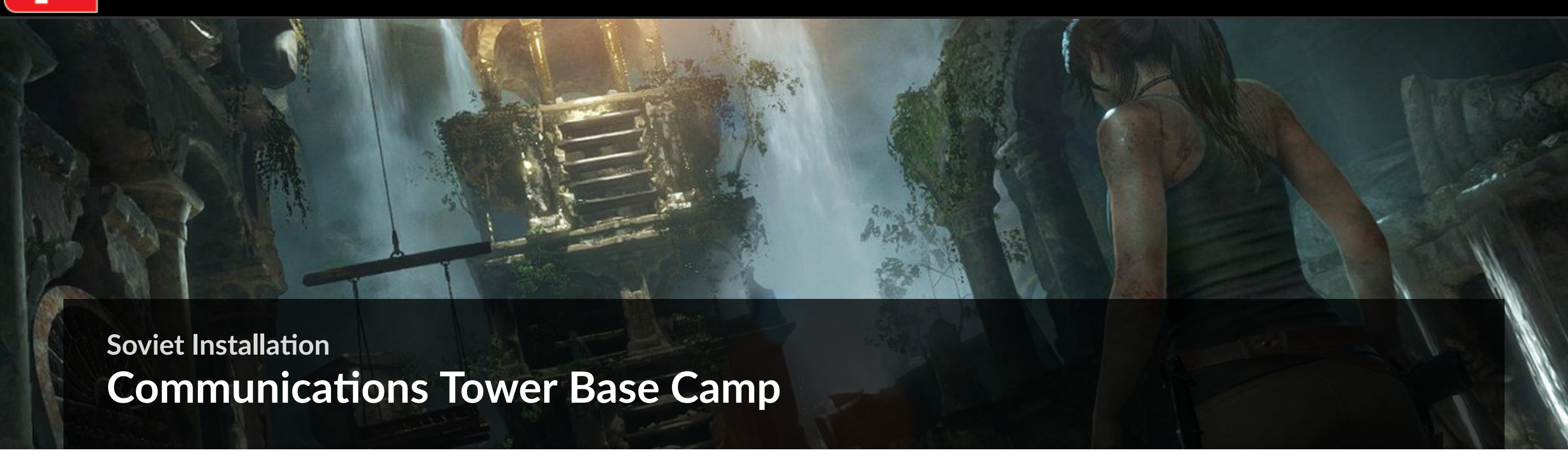






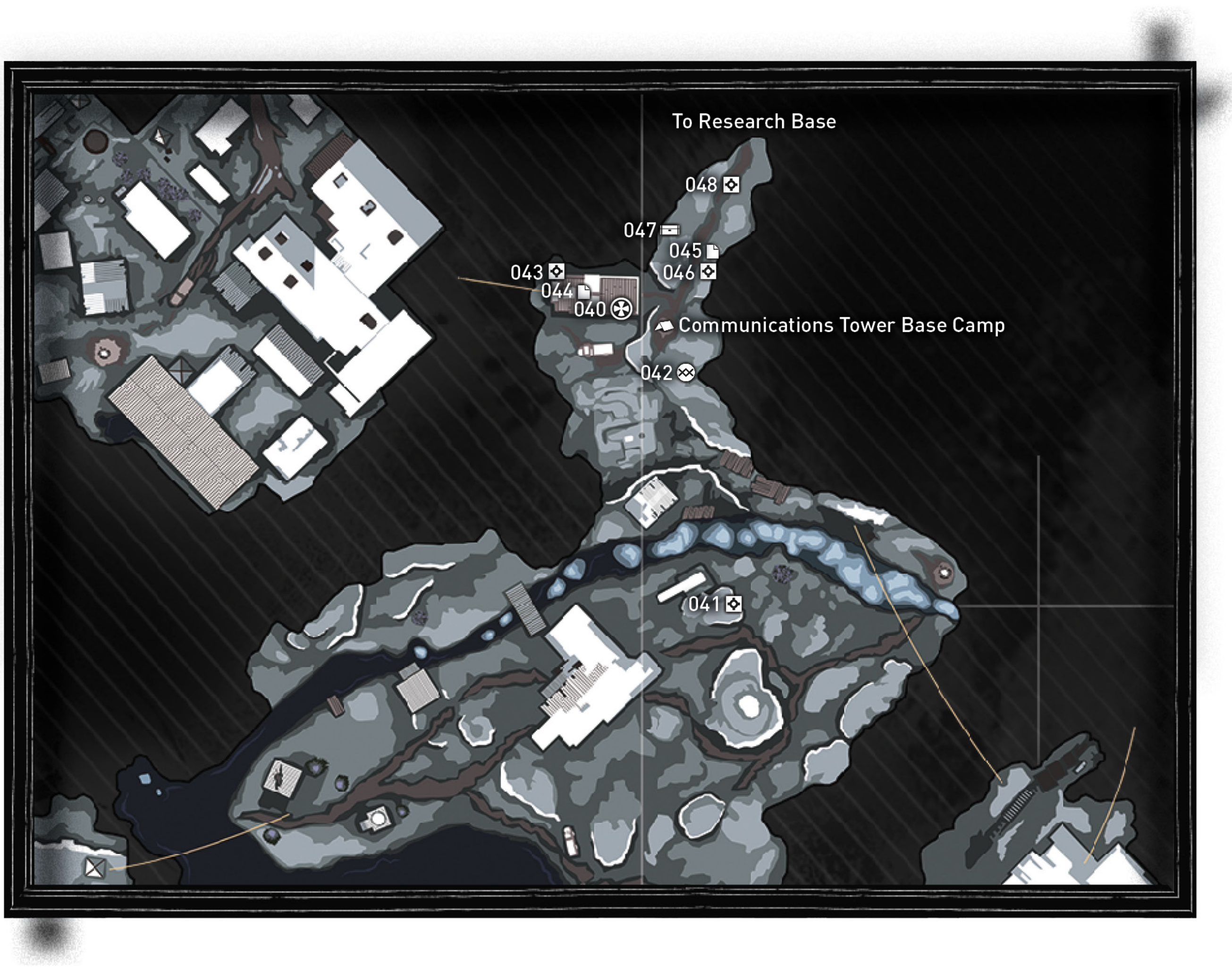


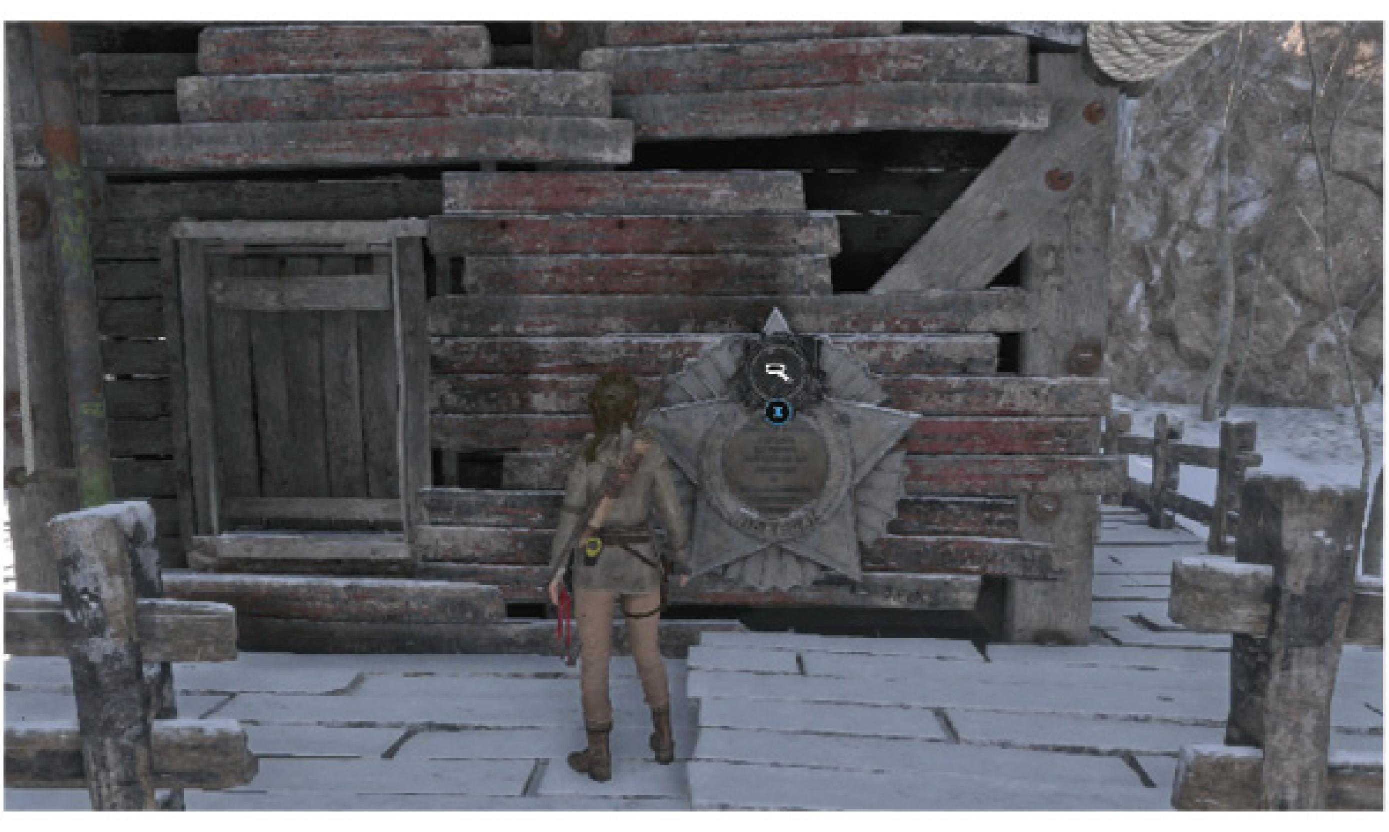
036 **037** **038** **039** W of Hidden Refuge: At ground level you find a tunnel leading into the mountain. This takes you to Hidden Refuge Crypt with a **Mural**, a **Document**, and a Sarcophagus. Outside of the Crypt entrance, there is also a buried **Coin Cache** in the snow. After you leave the Crypt, go down the hill and walk east. A **Coin Cache** is buried close to the entrance to a wolf den.



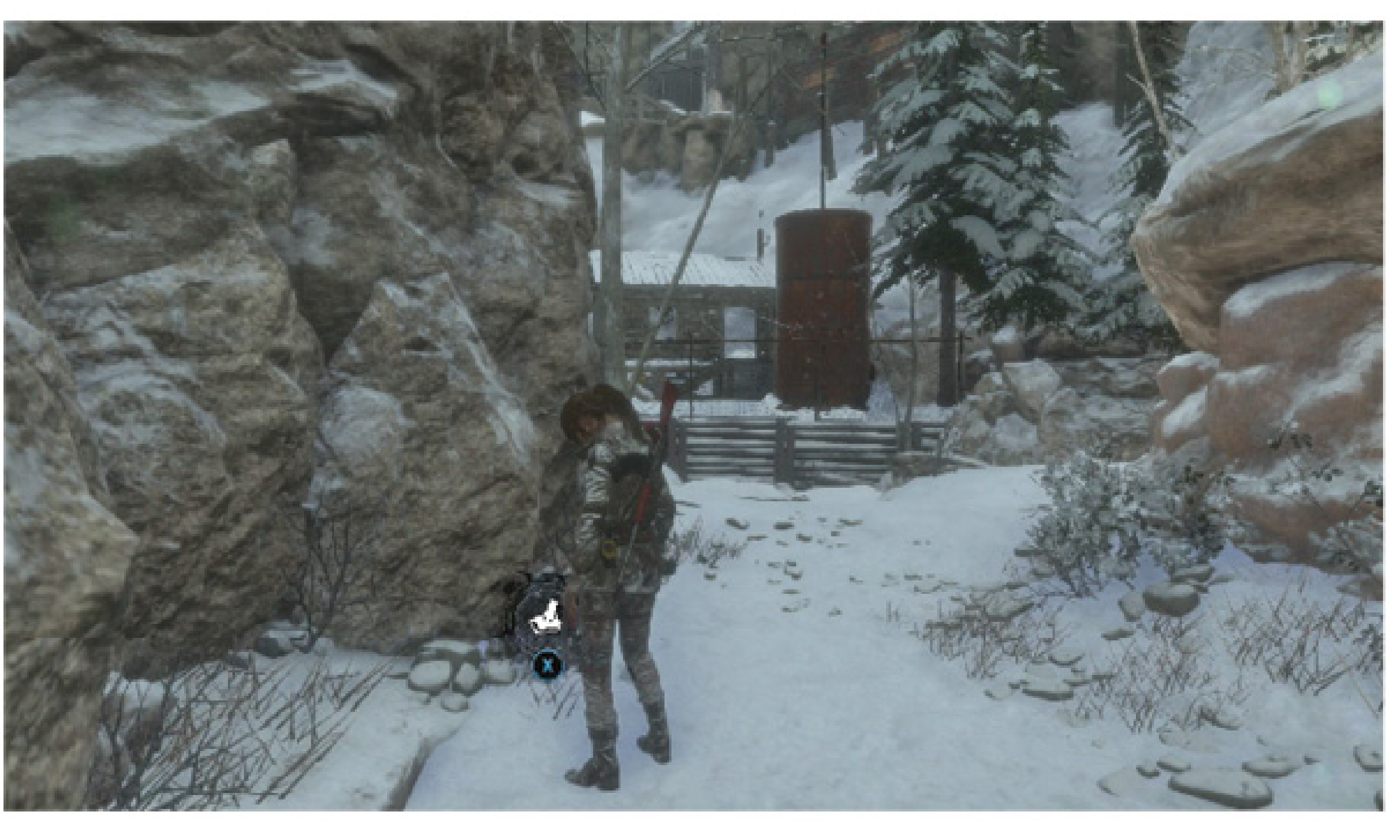
Soviet Installation

Communications Tower Base Camp

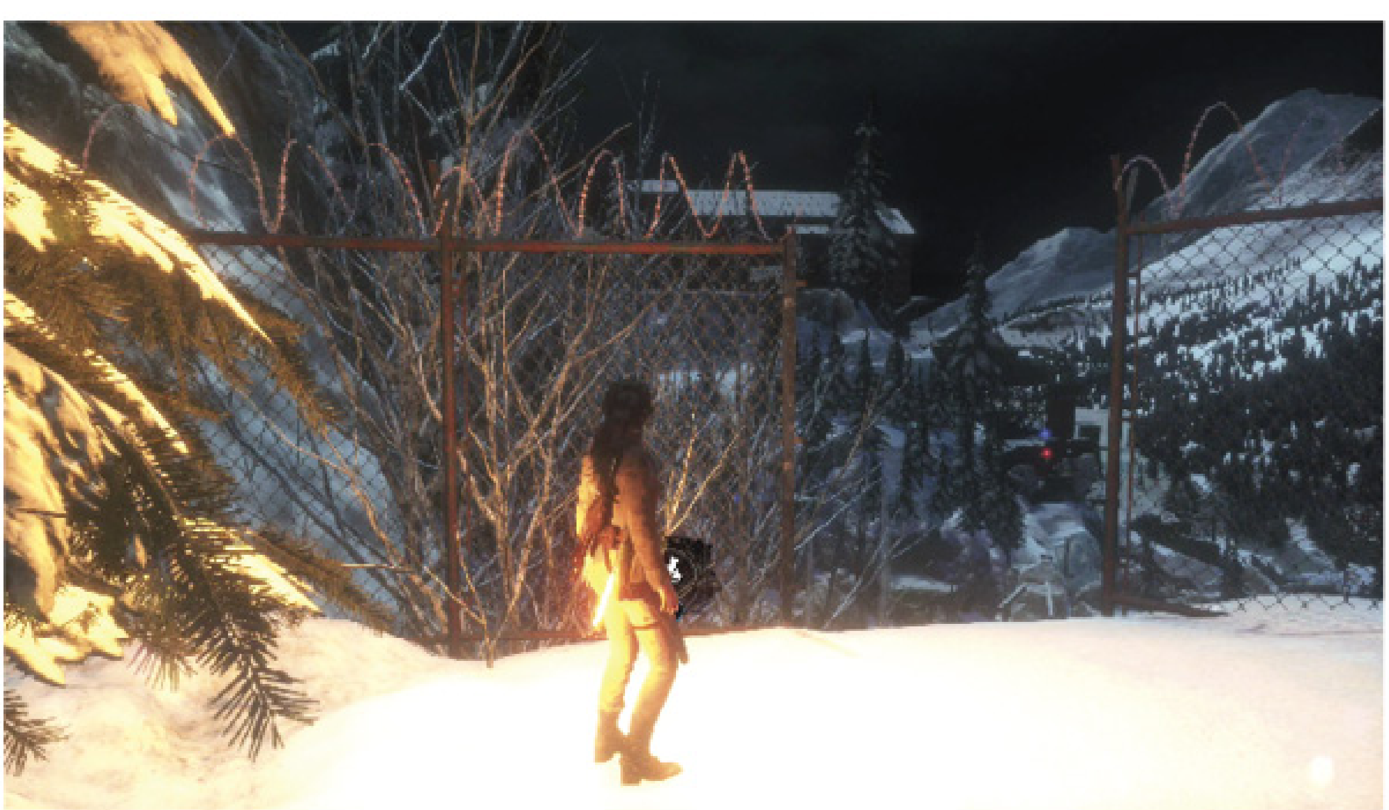




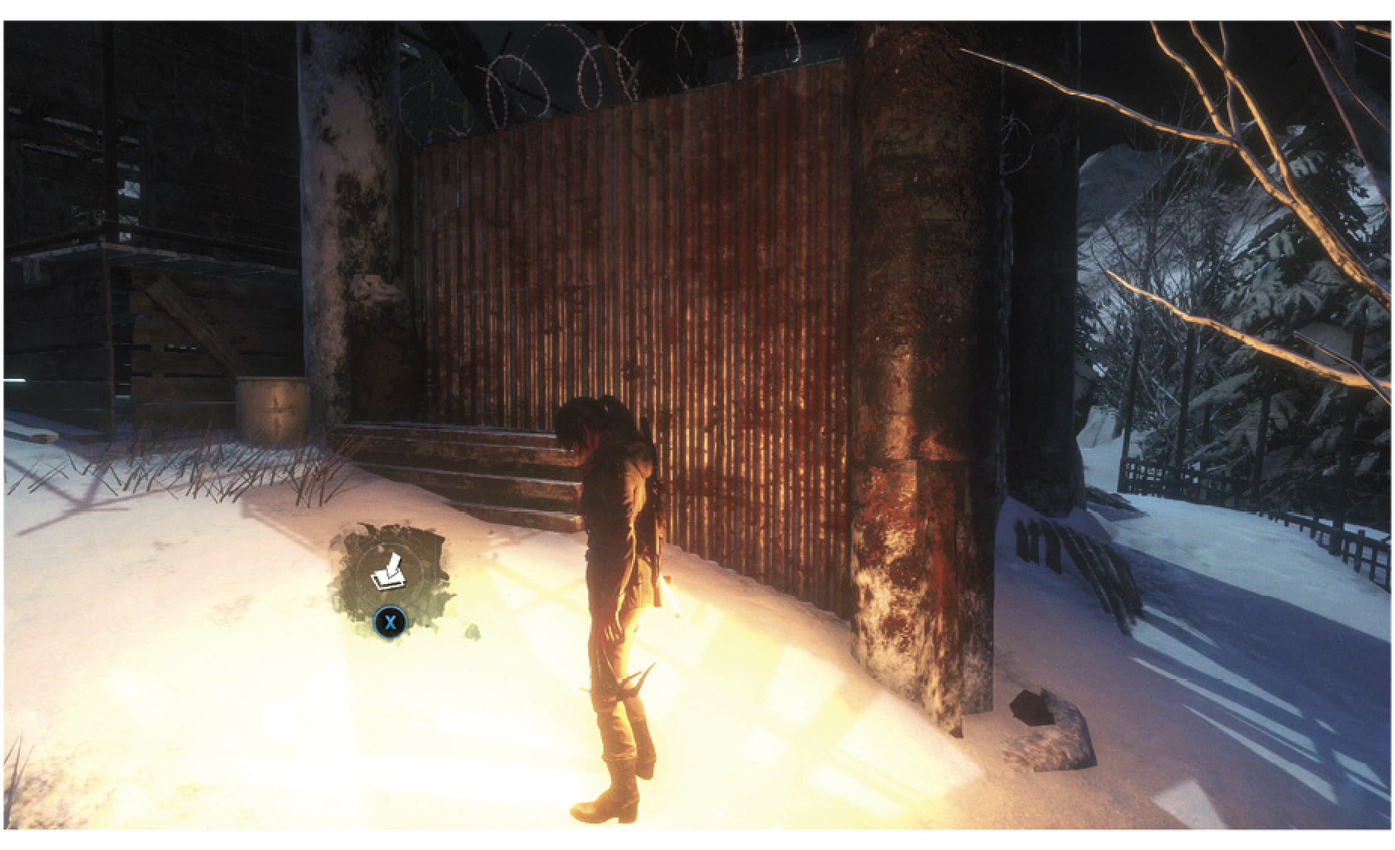
040 W of Communications Tower: Look at the southern side of the supply shack to get this **Mural**.



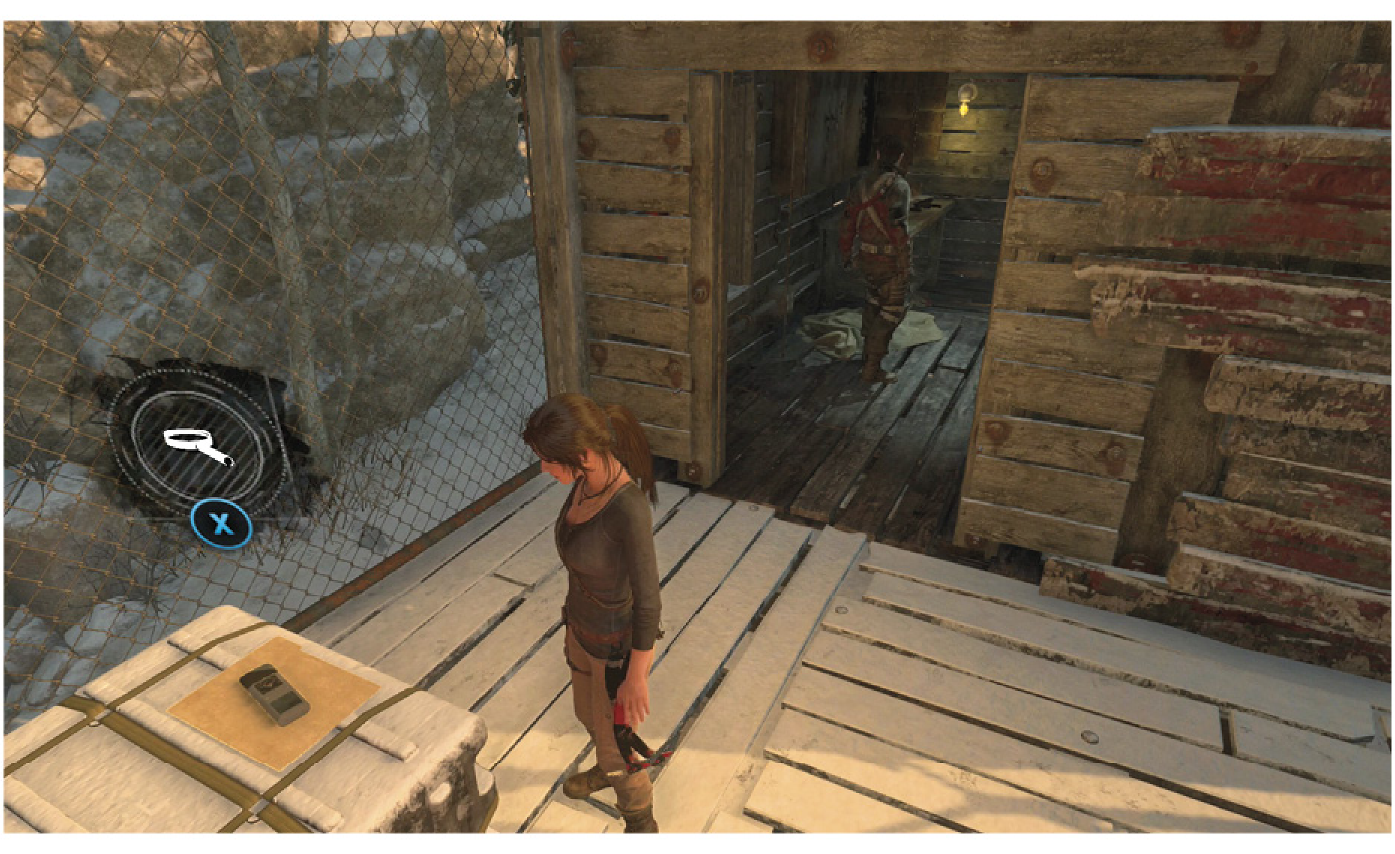
041 S of Communications Tower: At the base of the cliff and over the small frozen river, a **Survival Cache** is buried between two hills. Walk directly south from the red fuel tank at the base of the comm tower cliff to find it.



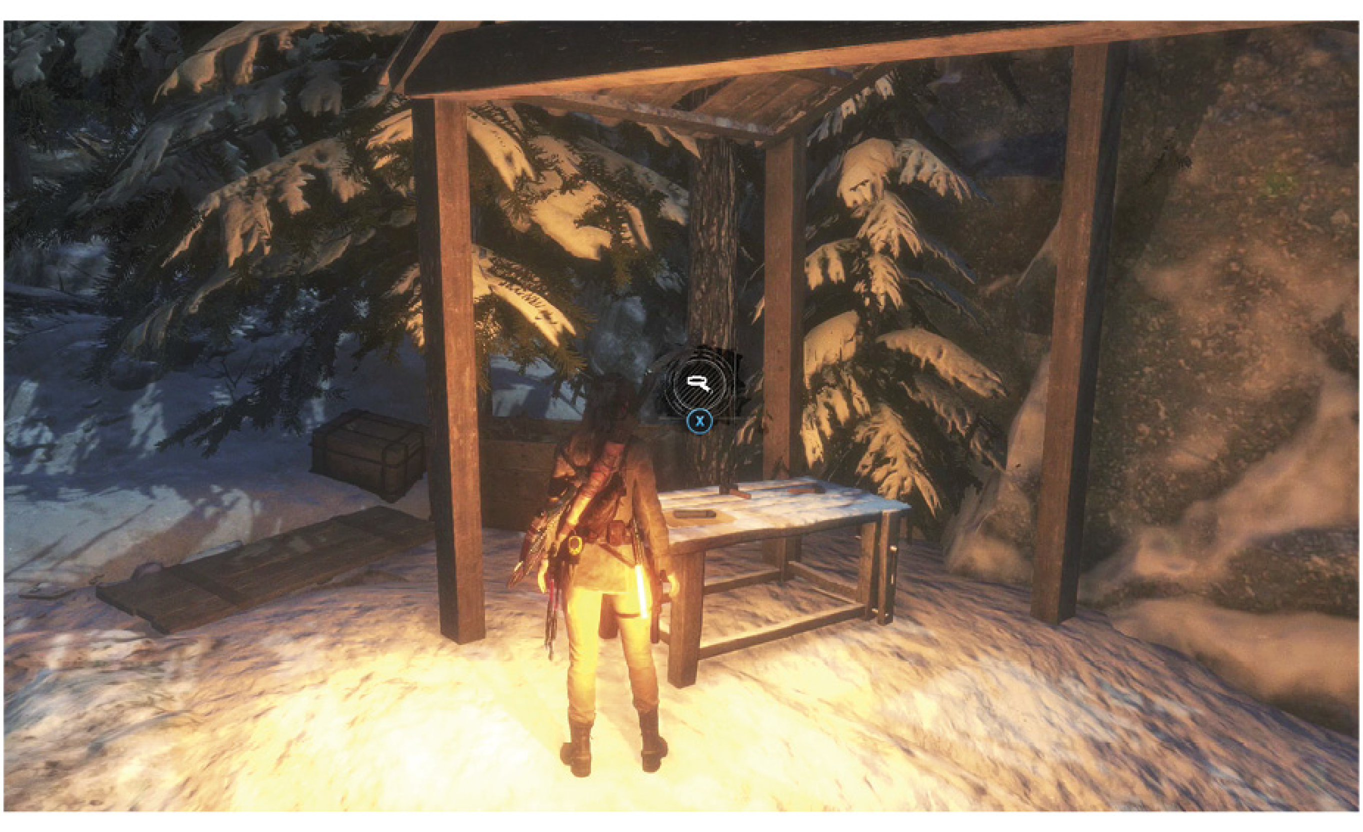
042 S of Communications Tower: A **Coin Cache** is buried in the snow by a break in the chain link fence.

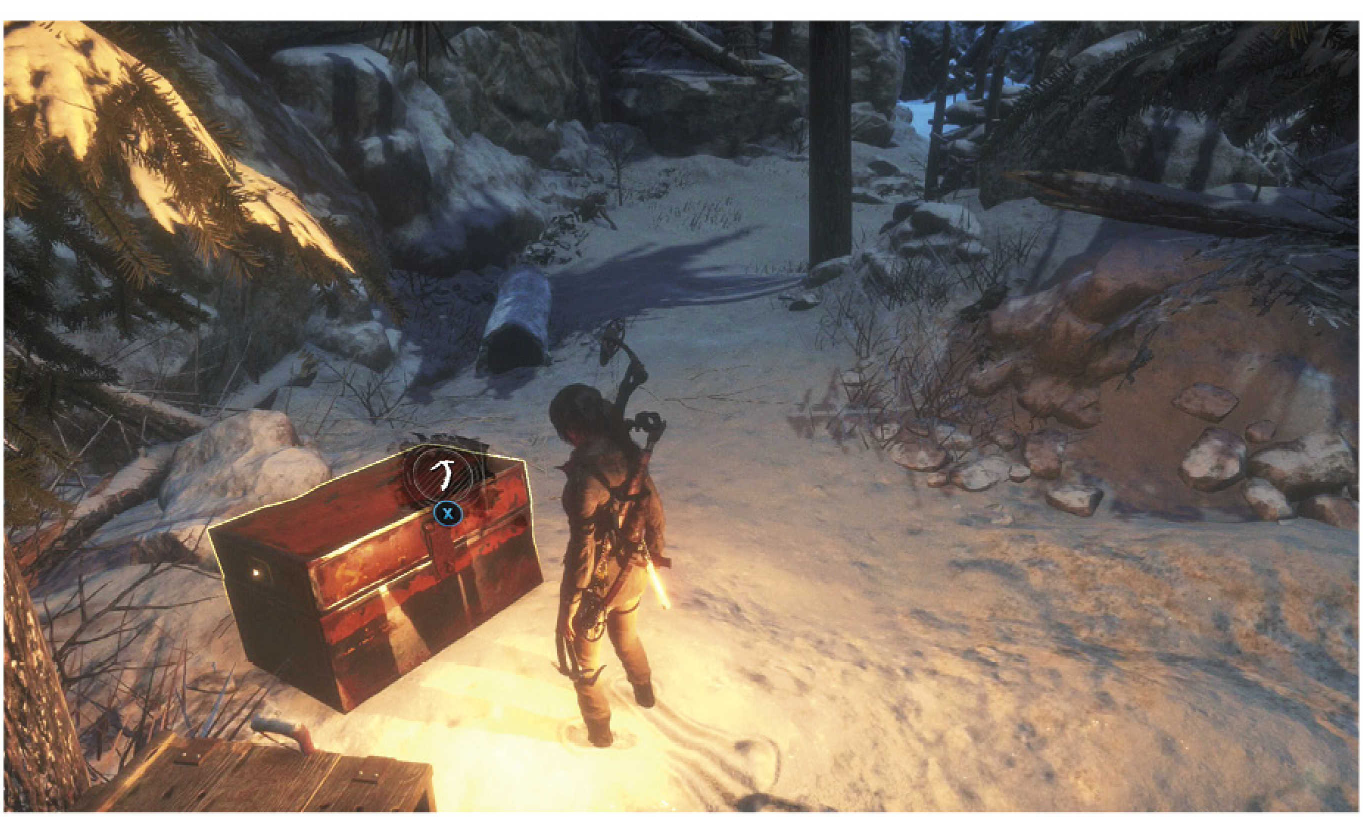


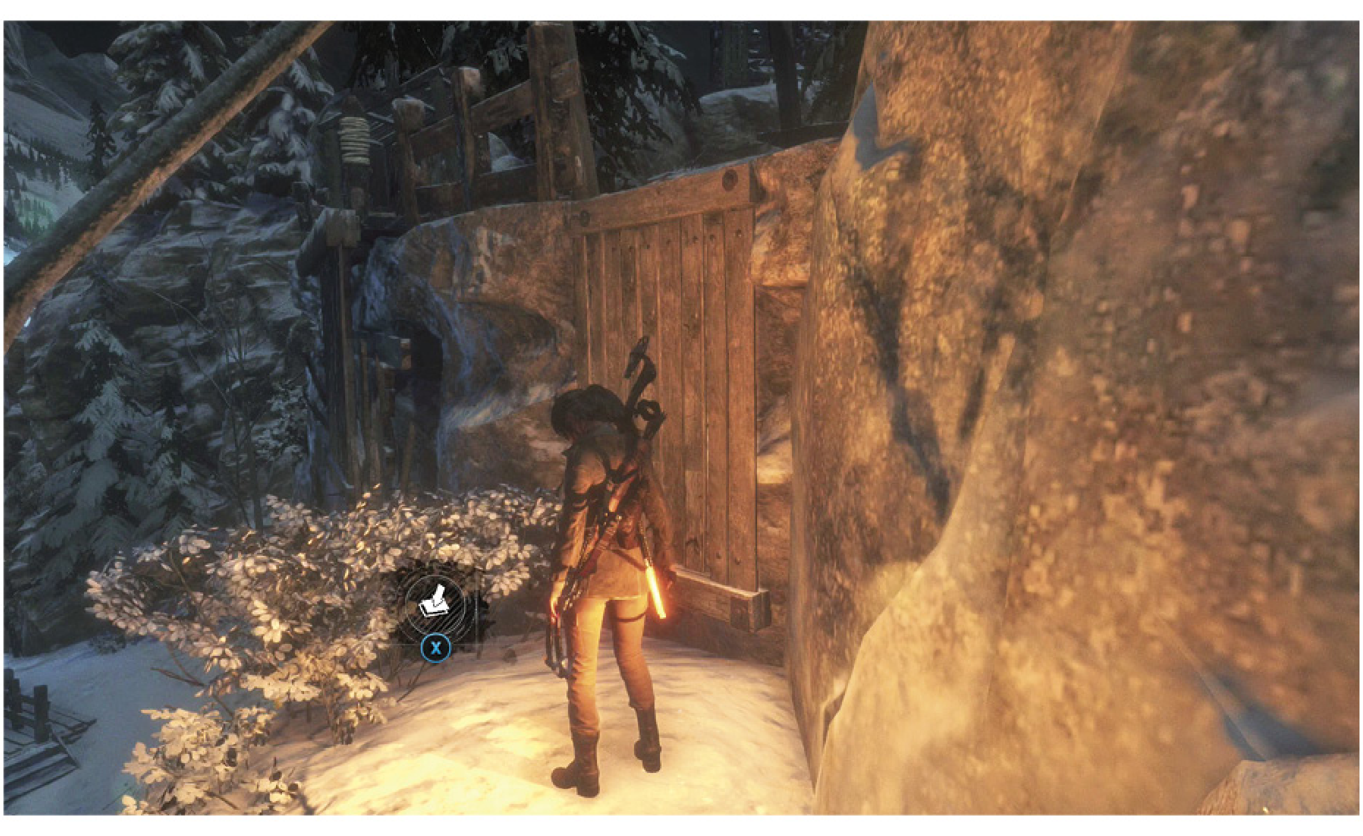
043 E of Communications Tower: A **Survival Cache** is buried behind the supply shack. Walk around and dig it up!

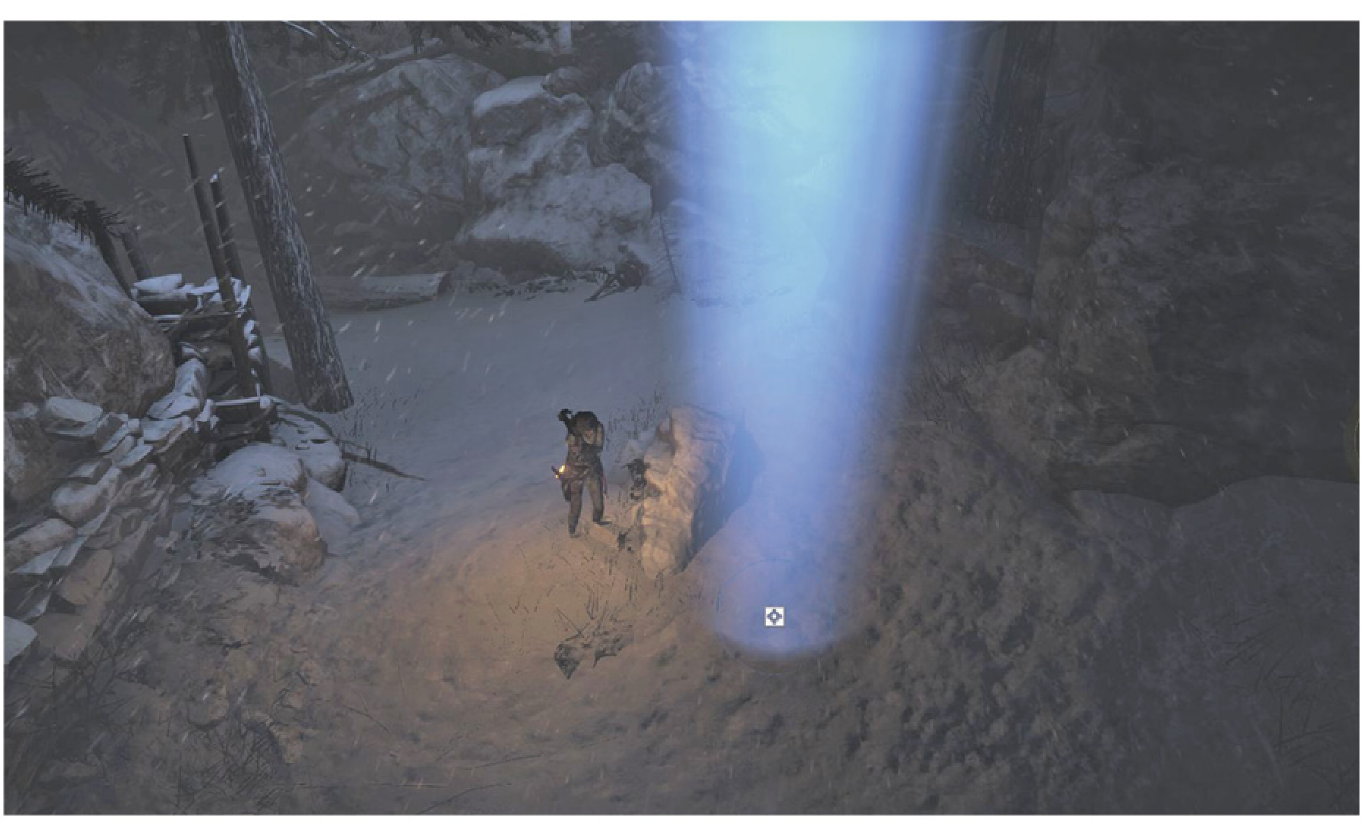


044 E of Communications Tower: A **Document** is in the fenced in area behind the supply shack. Go through the shack to get it.

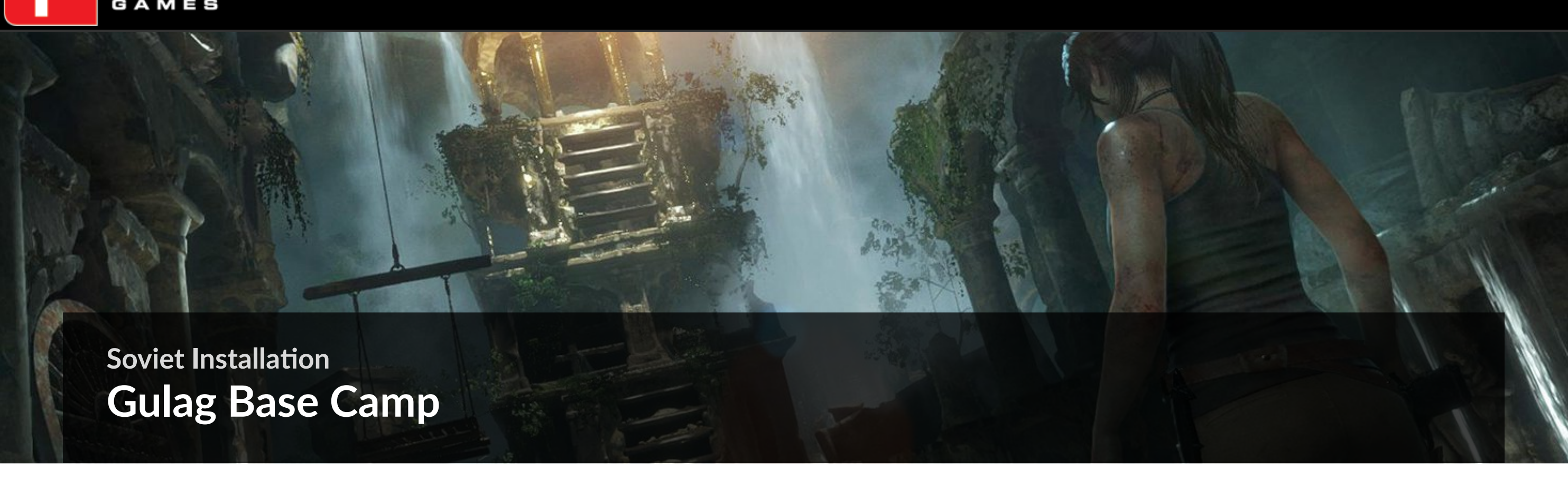






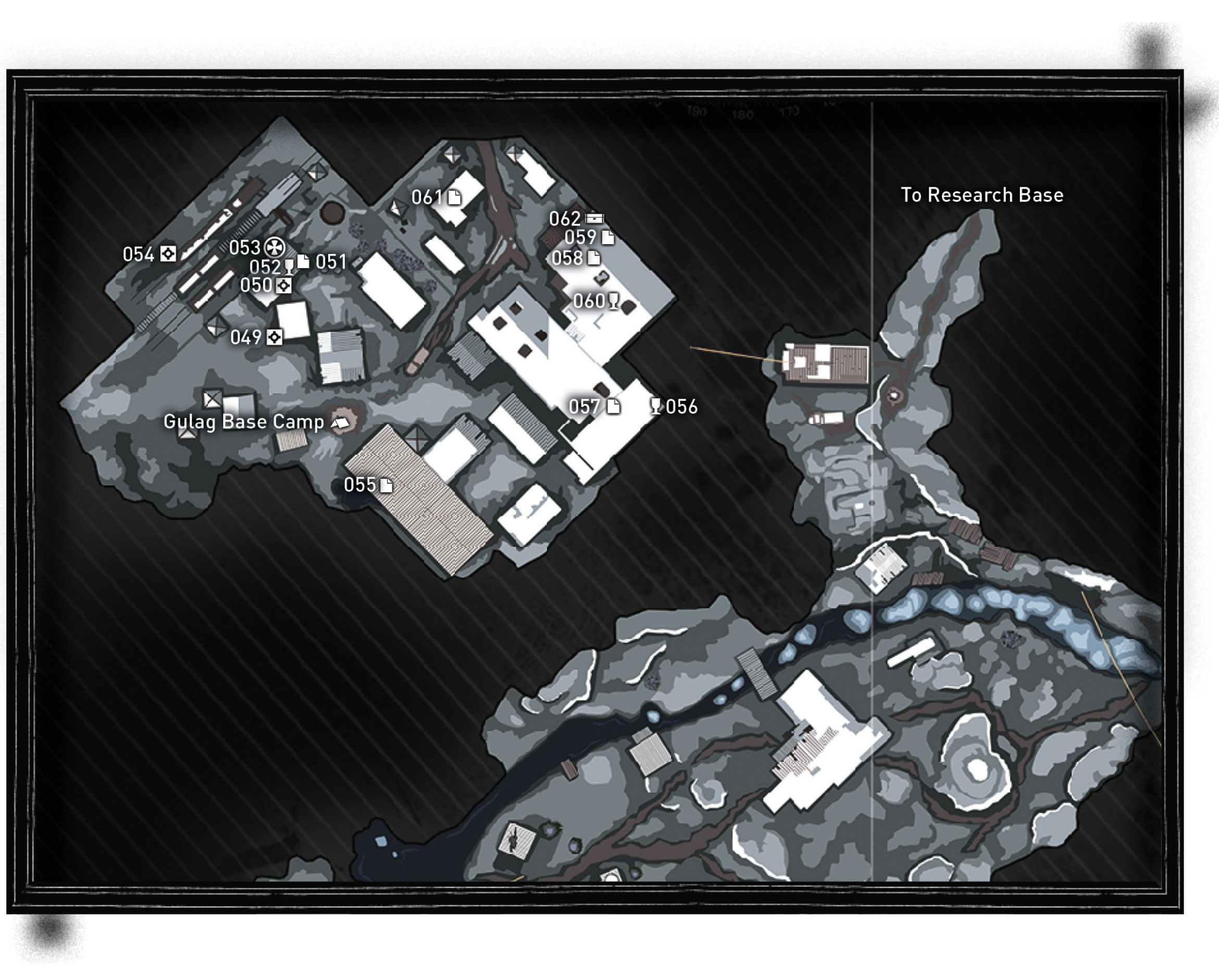


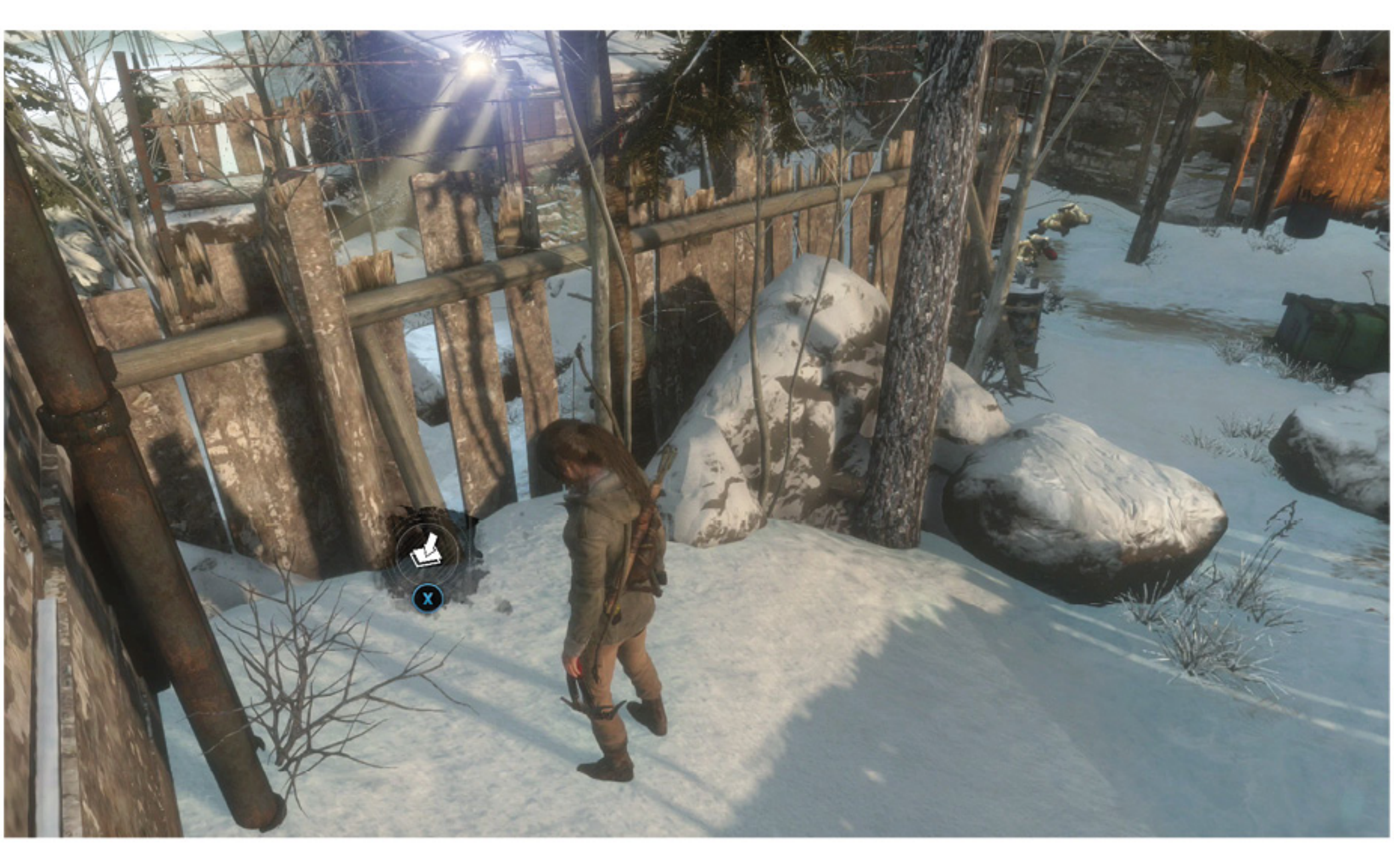
045 **046** **047** **048** NE of Communications Tower: A **Document** is sitting in a small wooden shelter on top of the nearby cliff, but you need climbing arrows to reach it. Once you've got it, turn around and drop down to a small ledge for a **Survival Cache**. Climb back up and open the nearby **Strongbox**, then follow the path north for a **Survival Cache**.



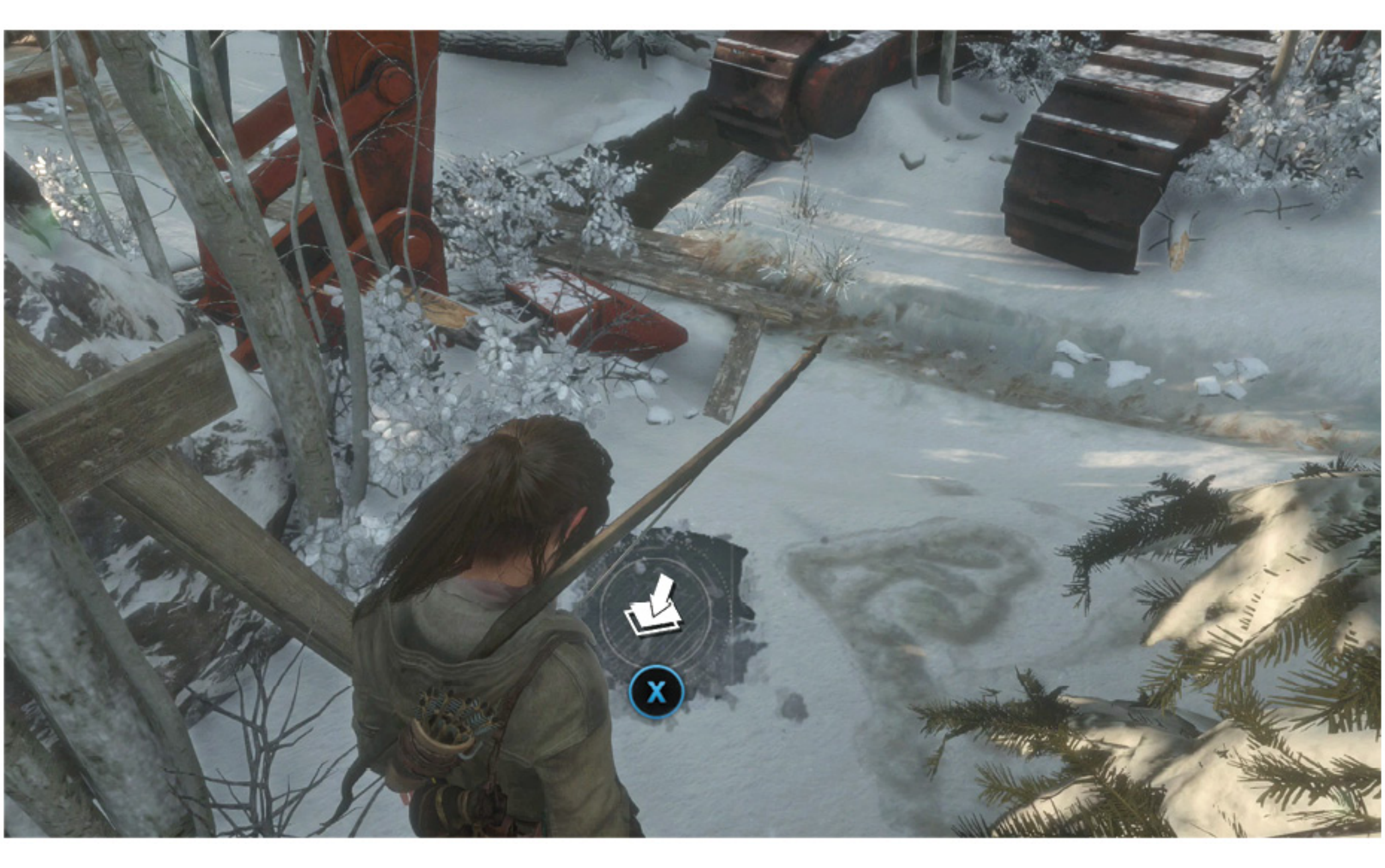
Soviet Installation

Gulag Base Camp

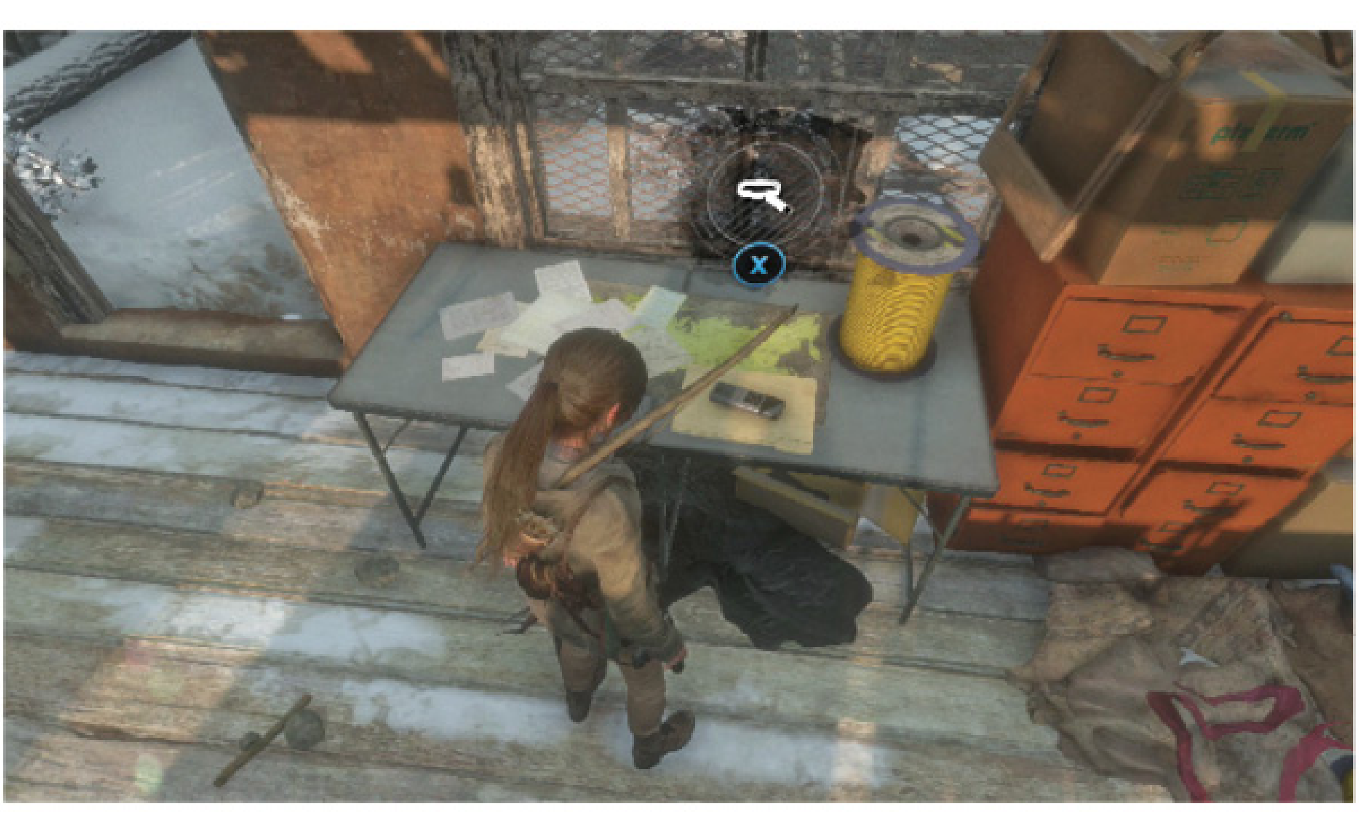


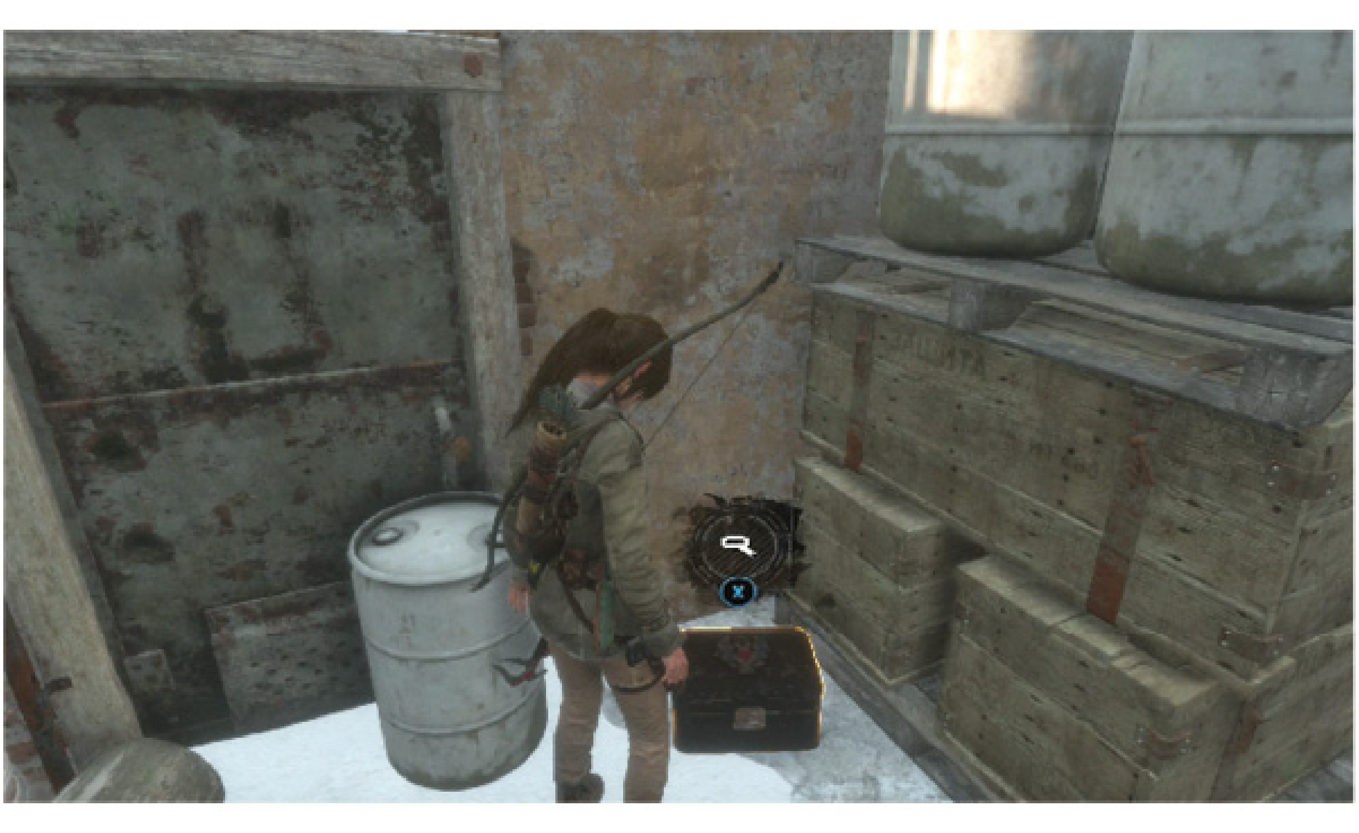


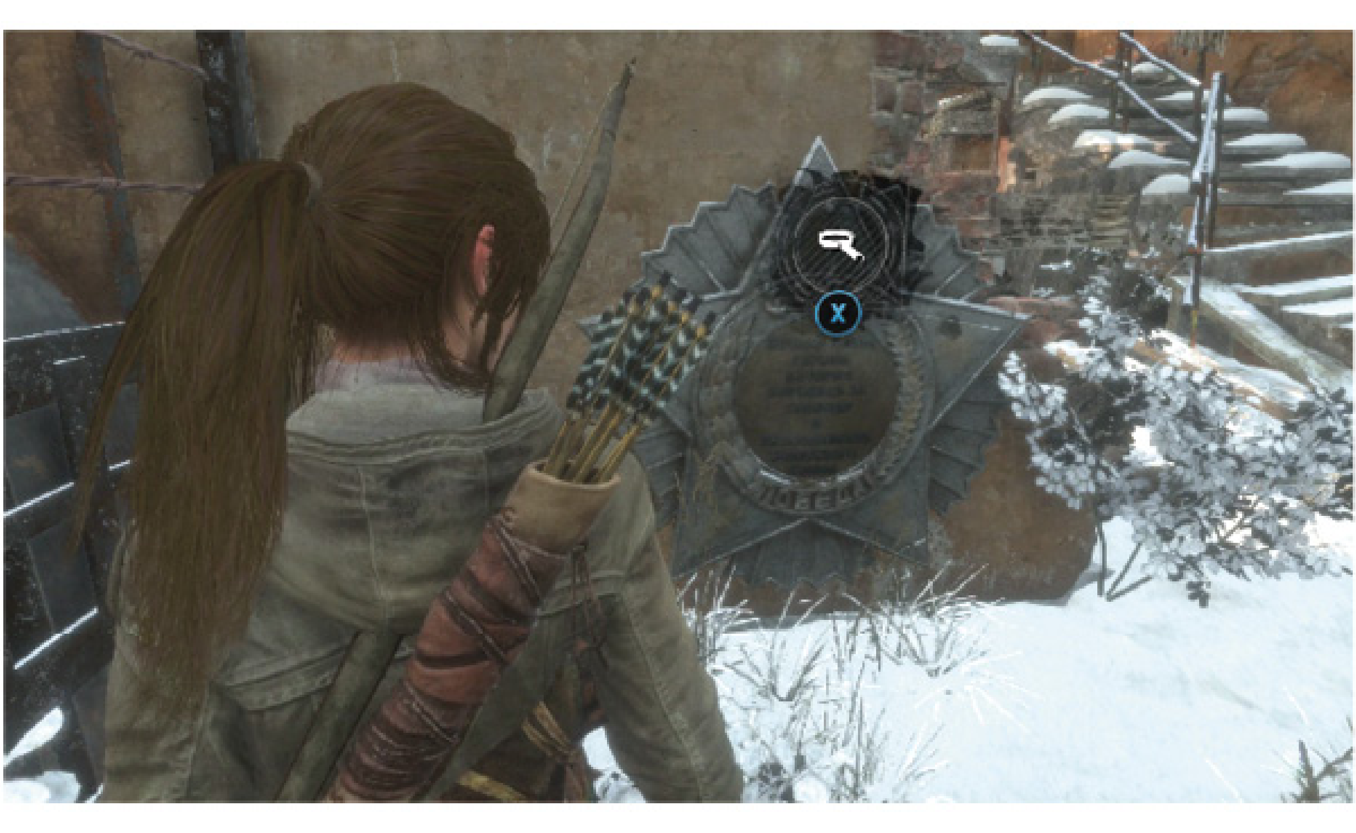
049 N of Gulag Camp: Enter the gate and go around the corner to the right. A **Survival Cache** waits in the snow.



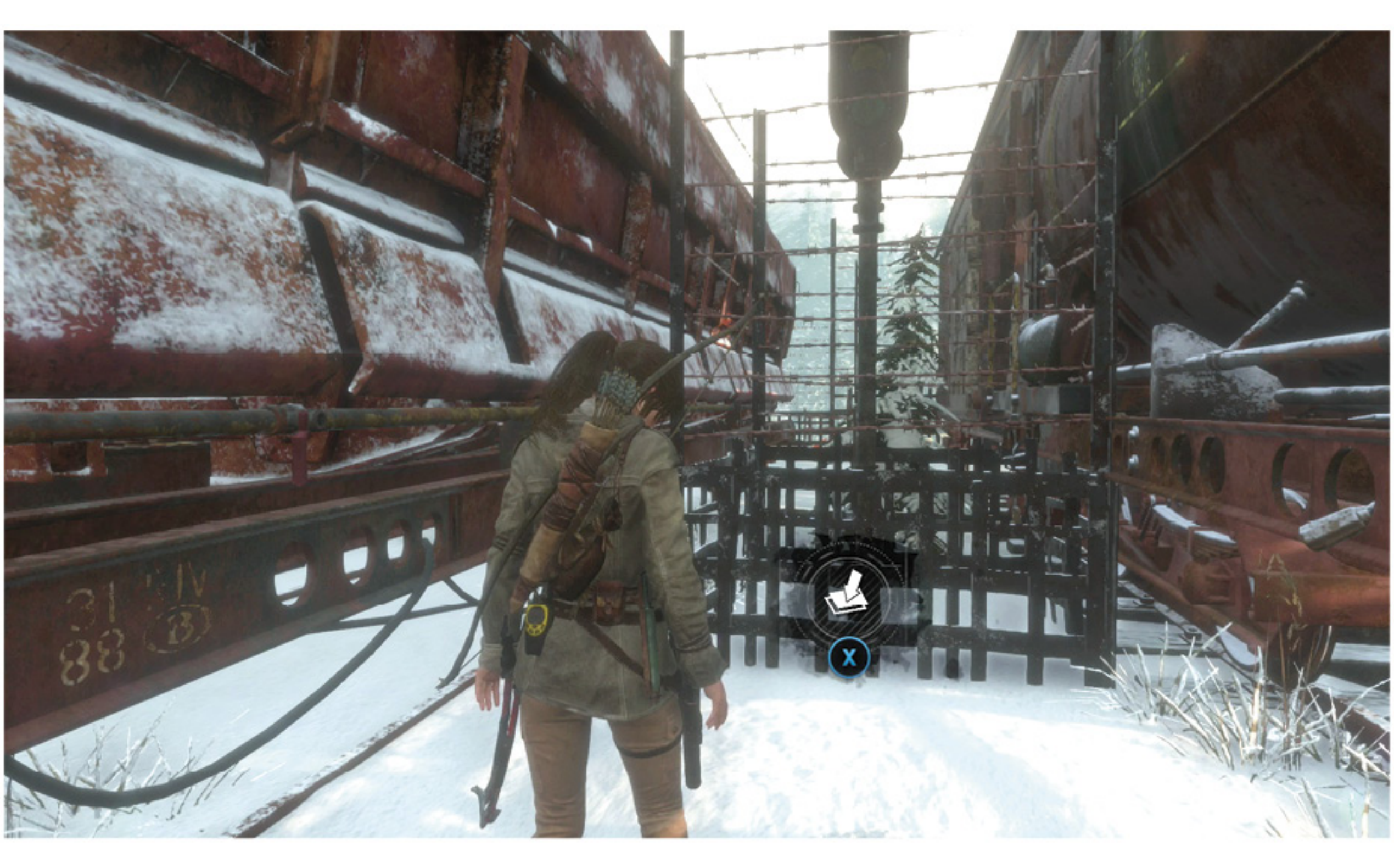
050 N of Gulag Camp: A **Survival Cache** is buried by the large red piece of mining equipment.



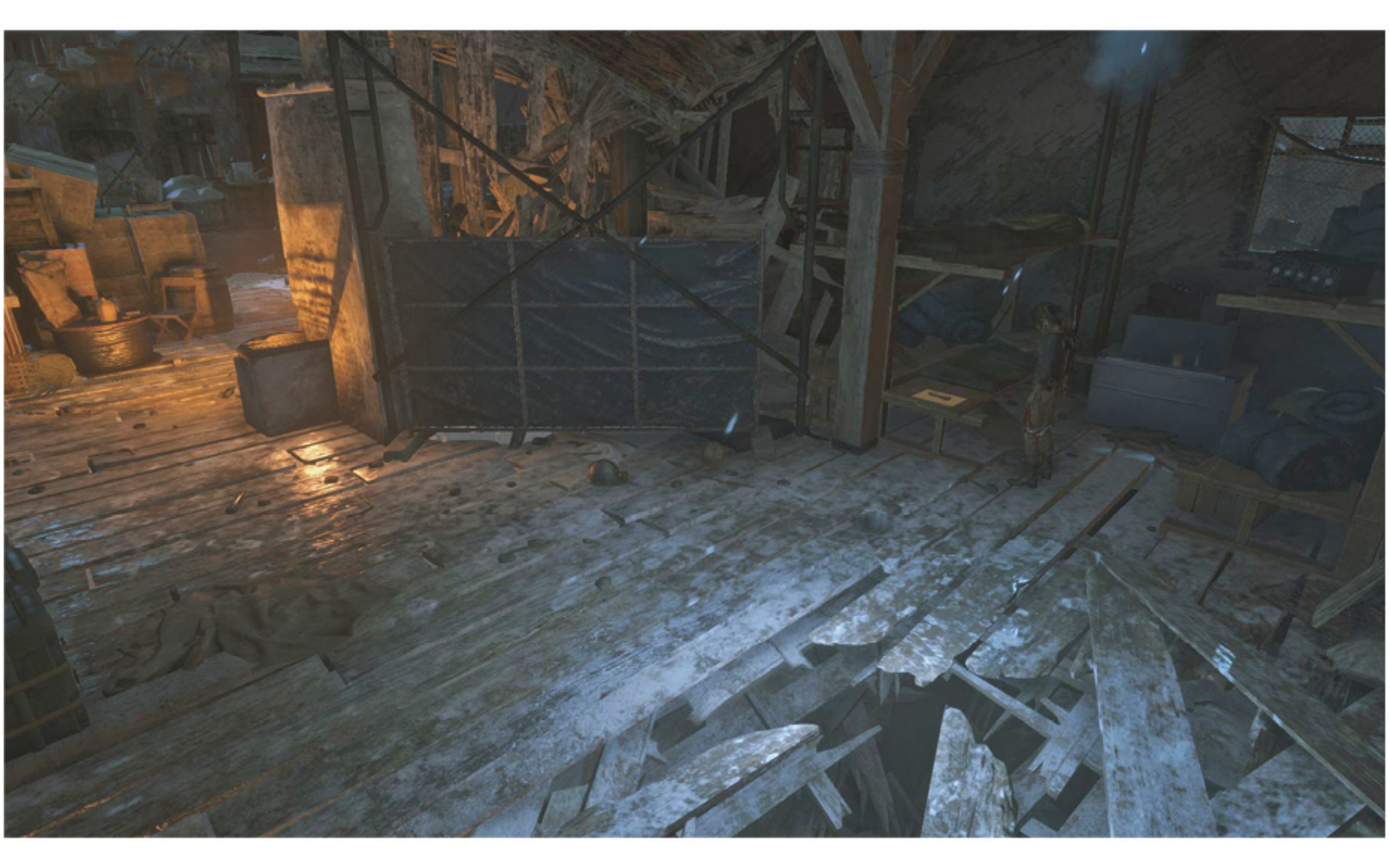




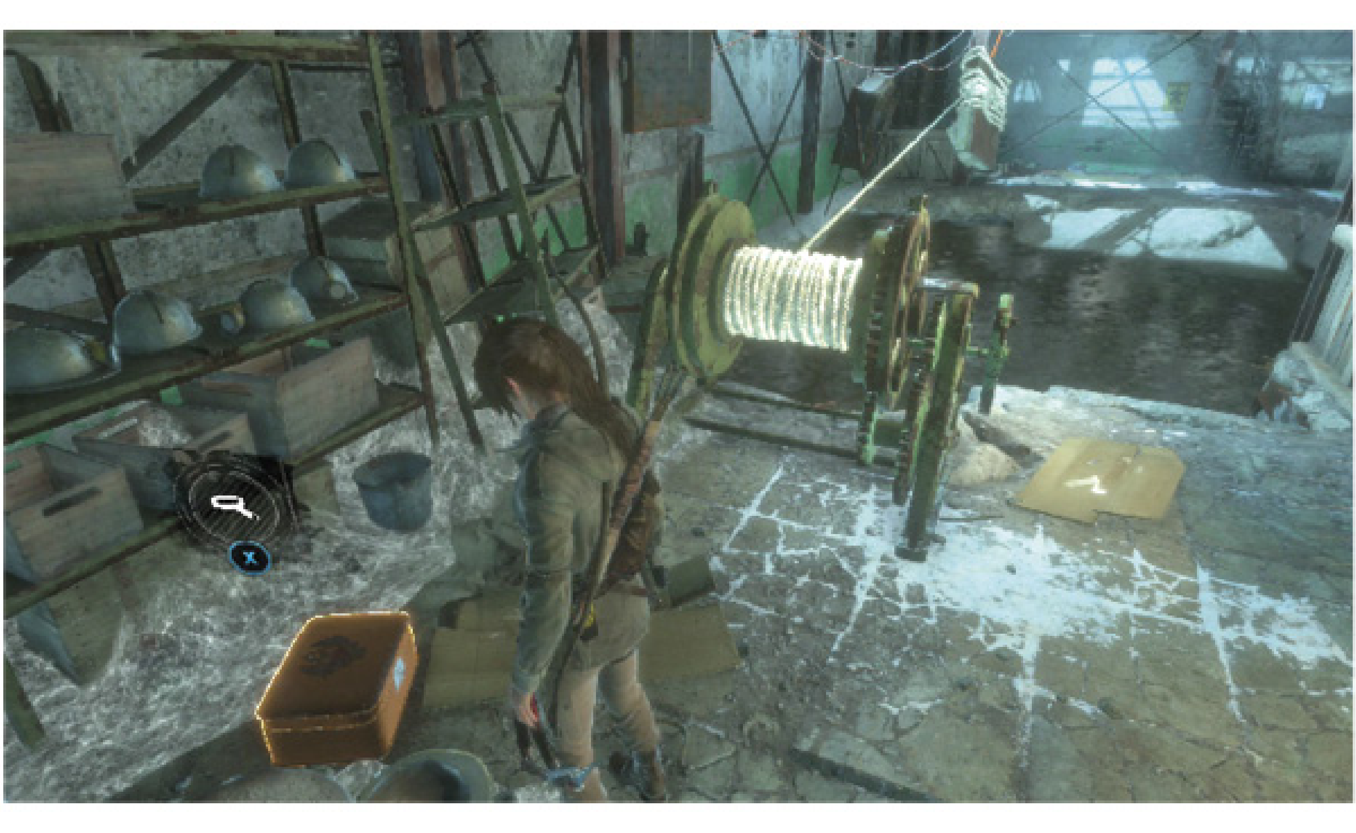
051 **052** **053** N of Gulag Camp: search the first building you come across after passing under the red mining equipment. You find a **Document** on the table by a spool of yellow wire. A **Relic** is waiting just downstairs, and a **Mural** sits on the wall outside.

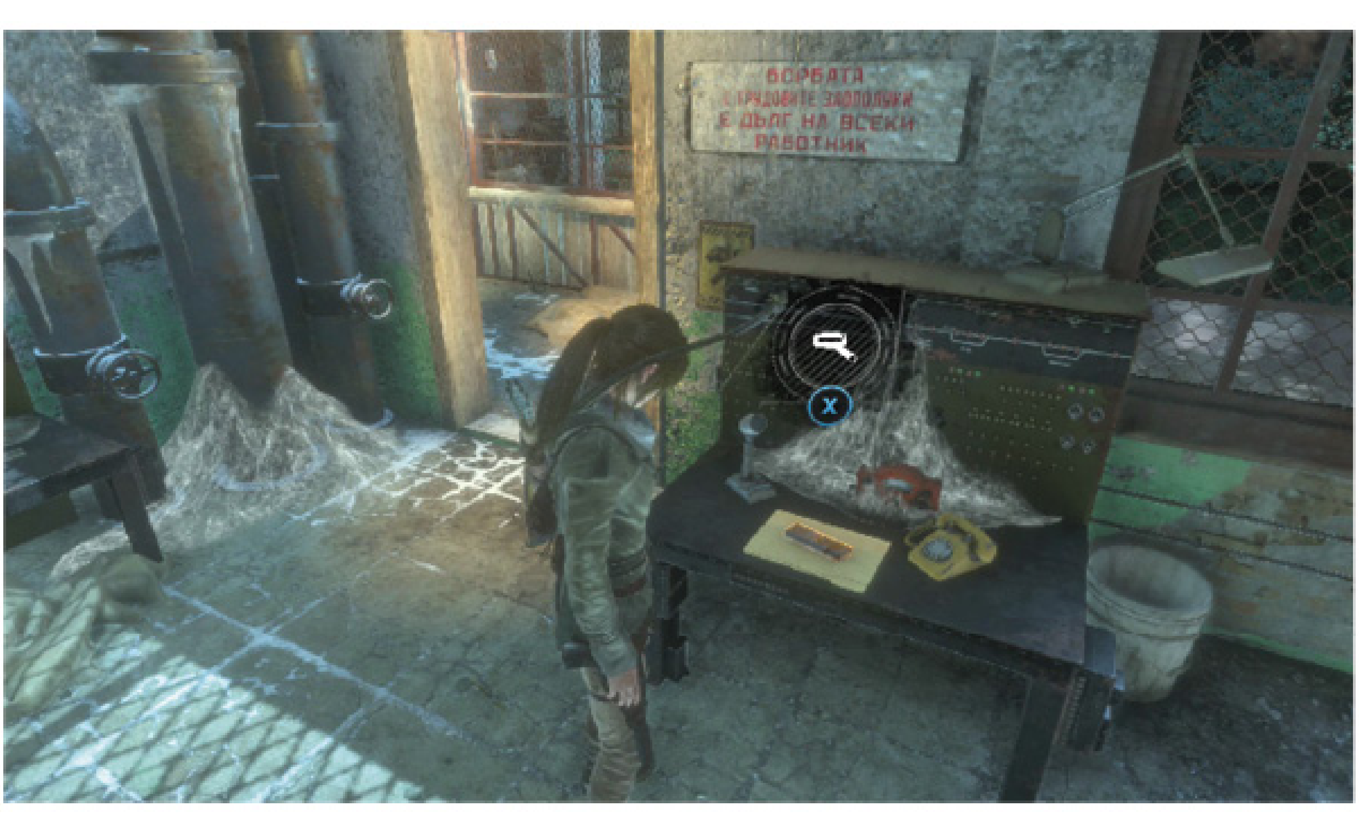


054 NW of Gulag camp: A **Survival Cache** is buried between the two red train cars.

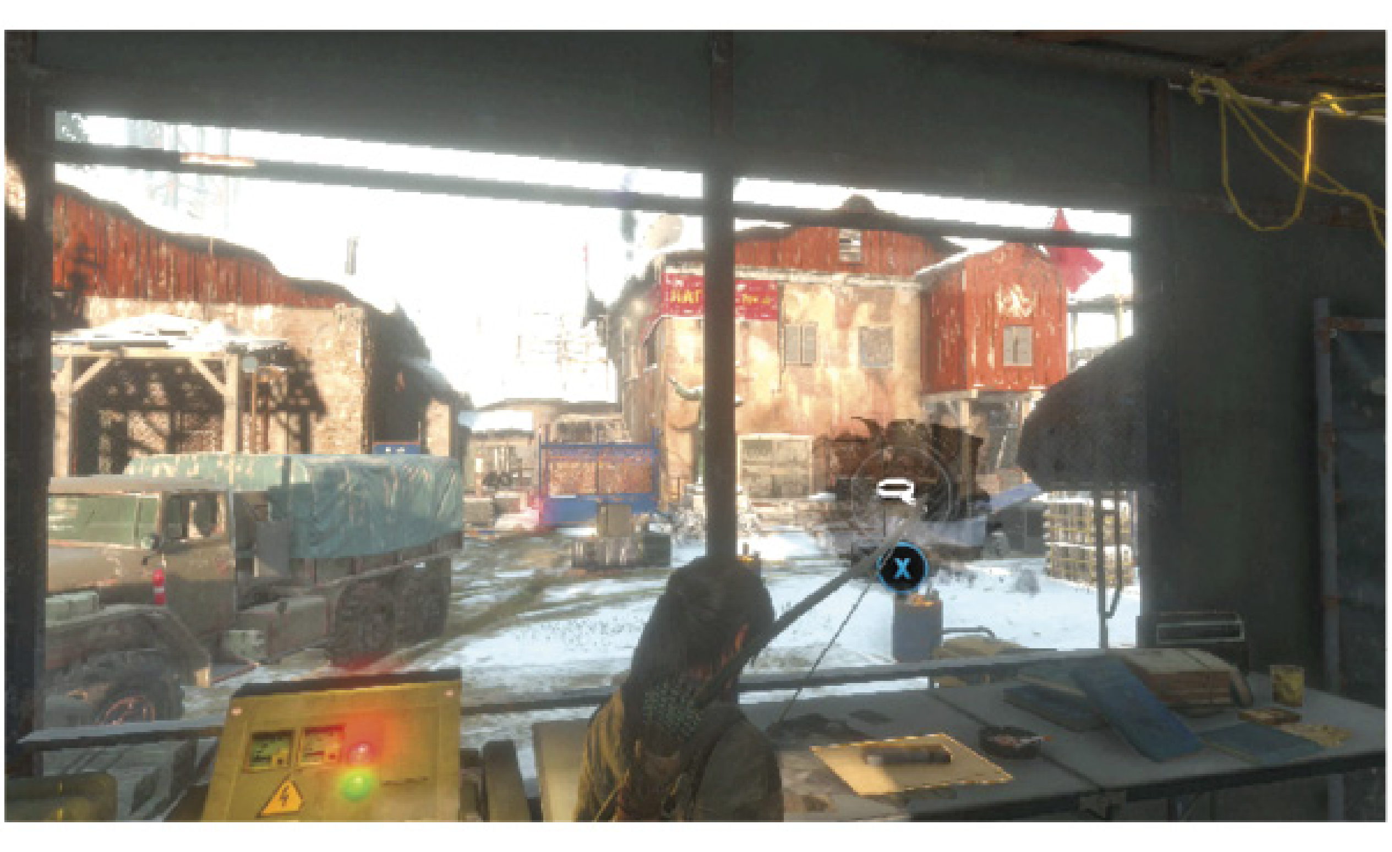


055 SE of Gulag camp: Pass through the tunnel of broken wood and climb the ladder to the southern building. A **Document** is on the floor, near a hole in the ground.

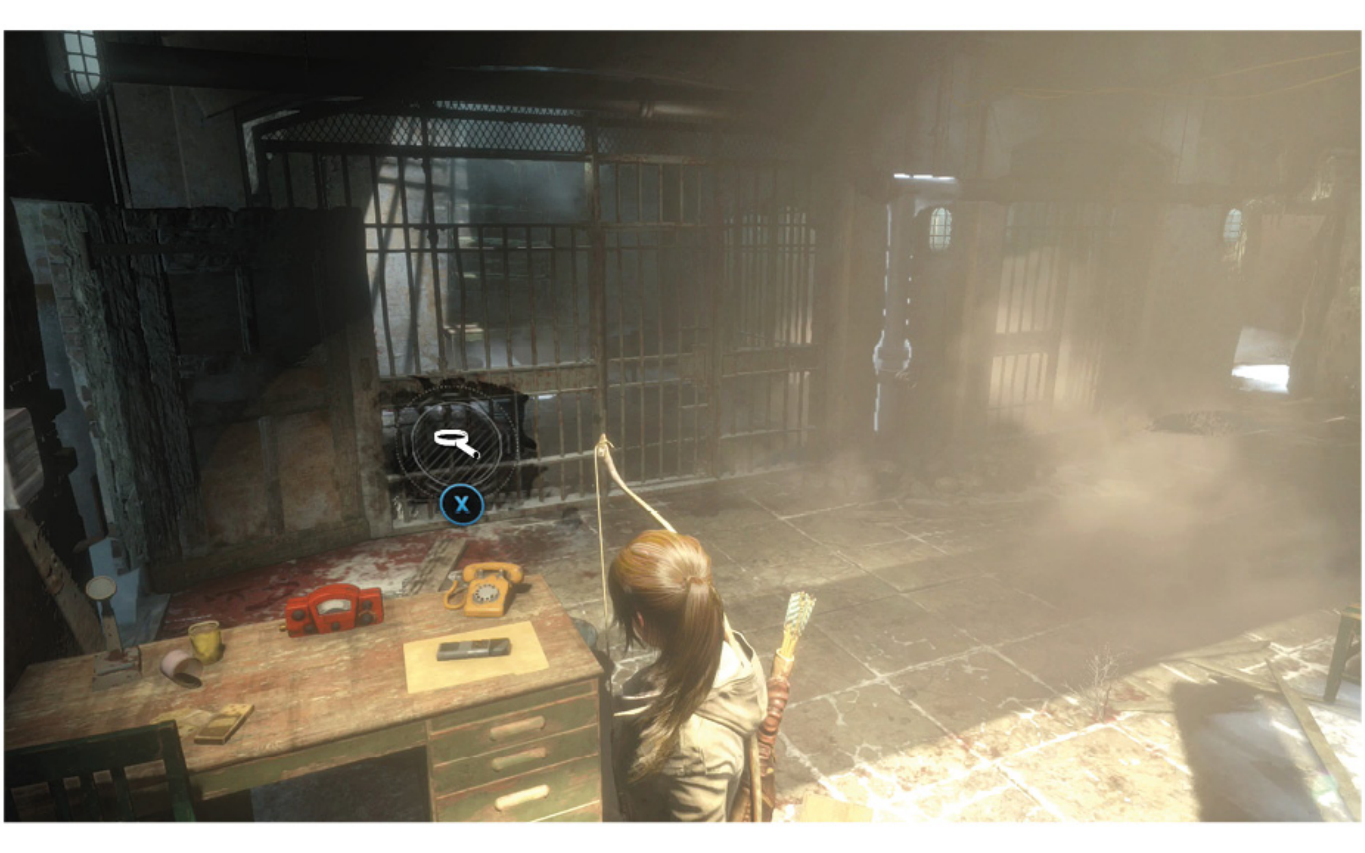


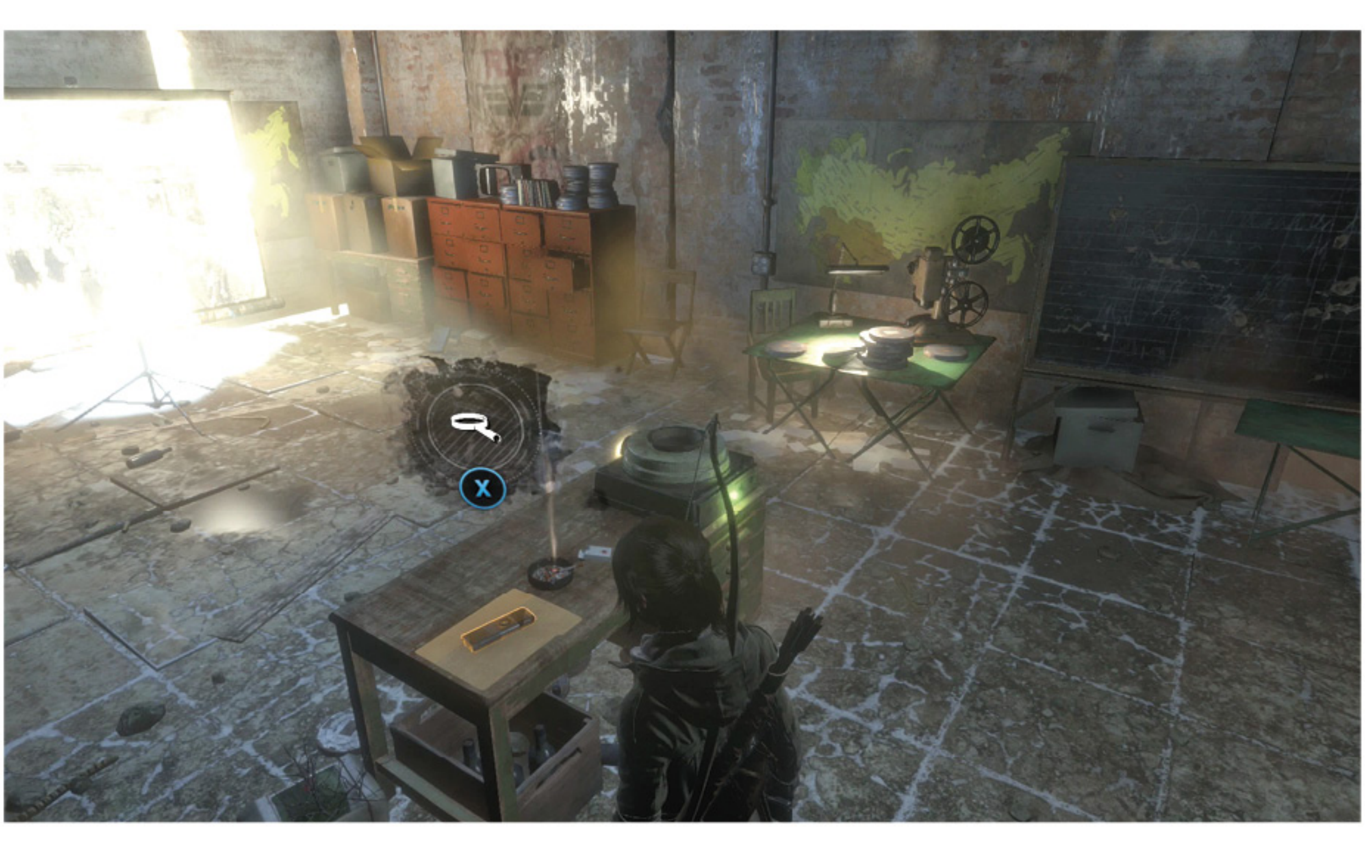


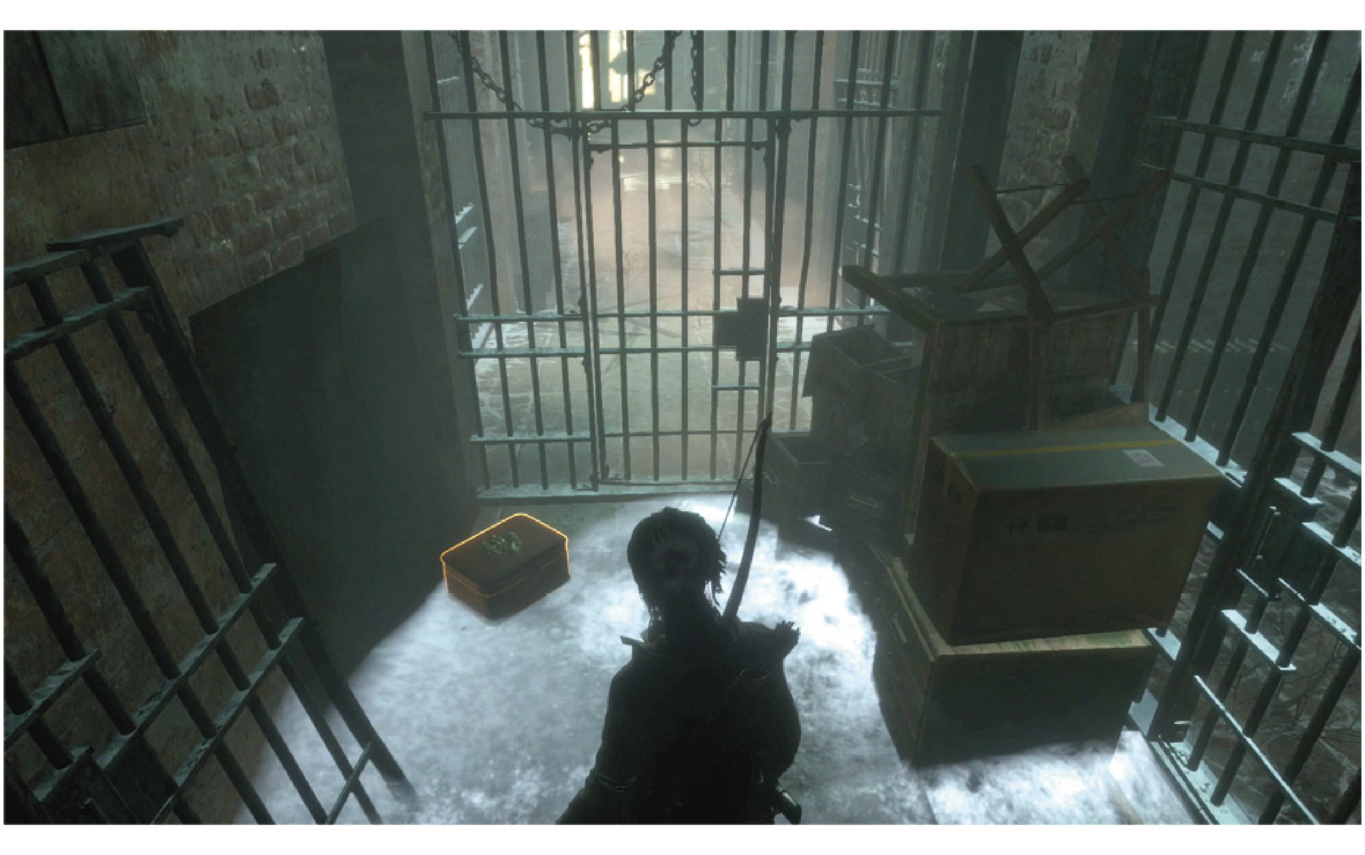
056 **057** W of Gulag camp: The main Gulag building holds many goodies. The first one is a **Relic**, just behind the rope winch. Continue past it through the door to find an old communications set with a **Document** sitting on it.

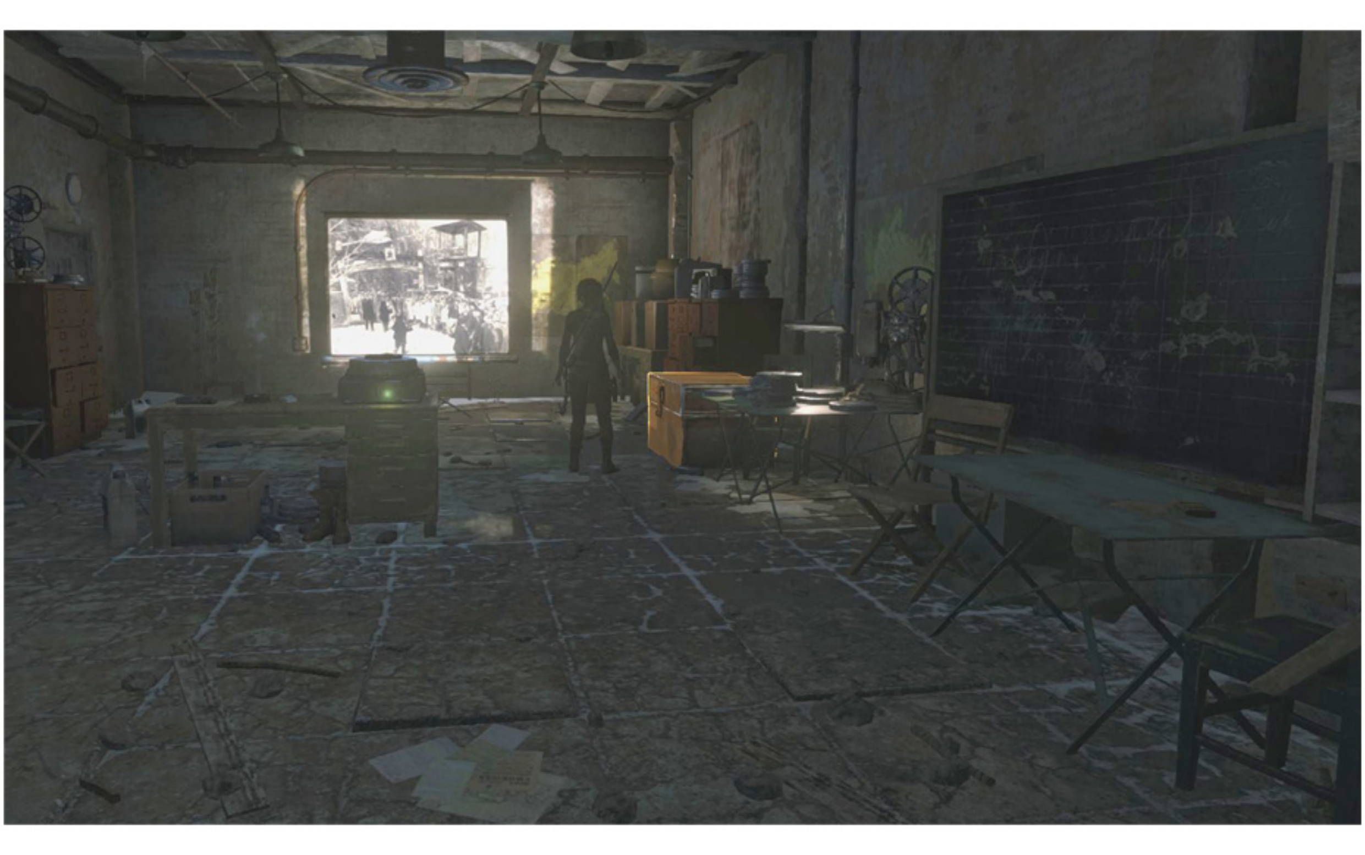


058 W of Gulag camp: Drop through the tunnel to get to the old courtyard, and go past the statue to the northern building to pick up a **Document**.





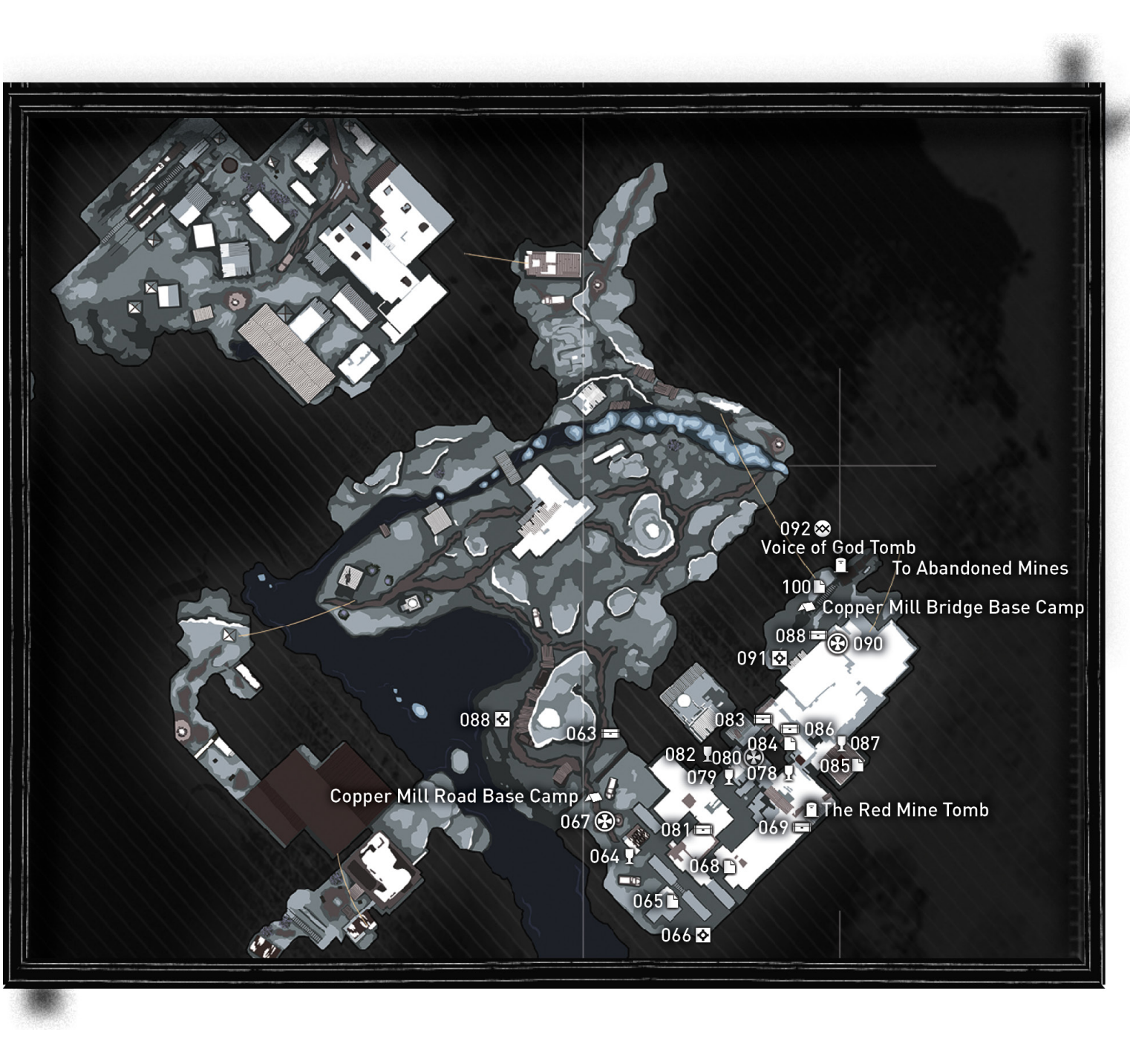


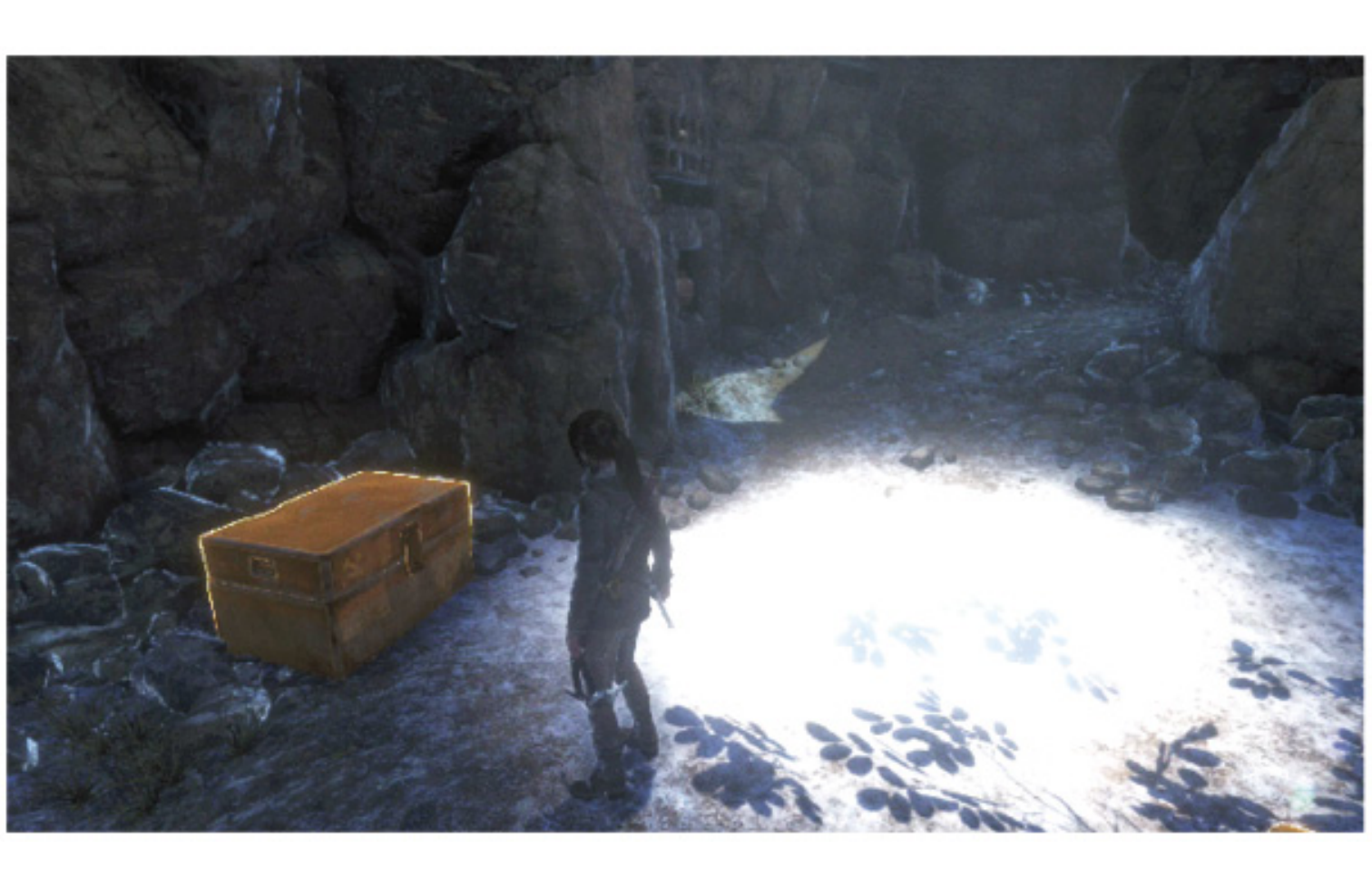


059 **060** **061** **062** E of Gulag camp: From the courtyard, head into the cells. The desk by the entrance has a **Document** waiting. Continue past the cells for a **Relic**, then downstairs for another **Document** by the projector. A **Strongbox** is in this room as well.

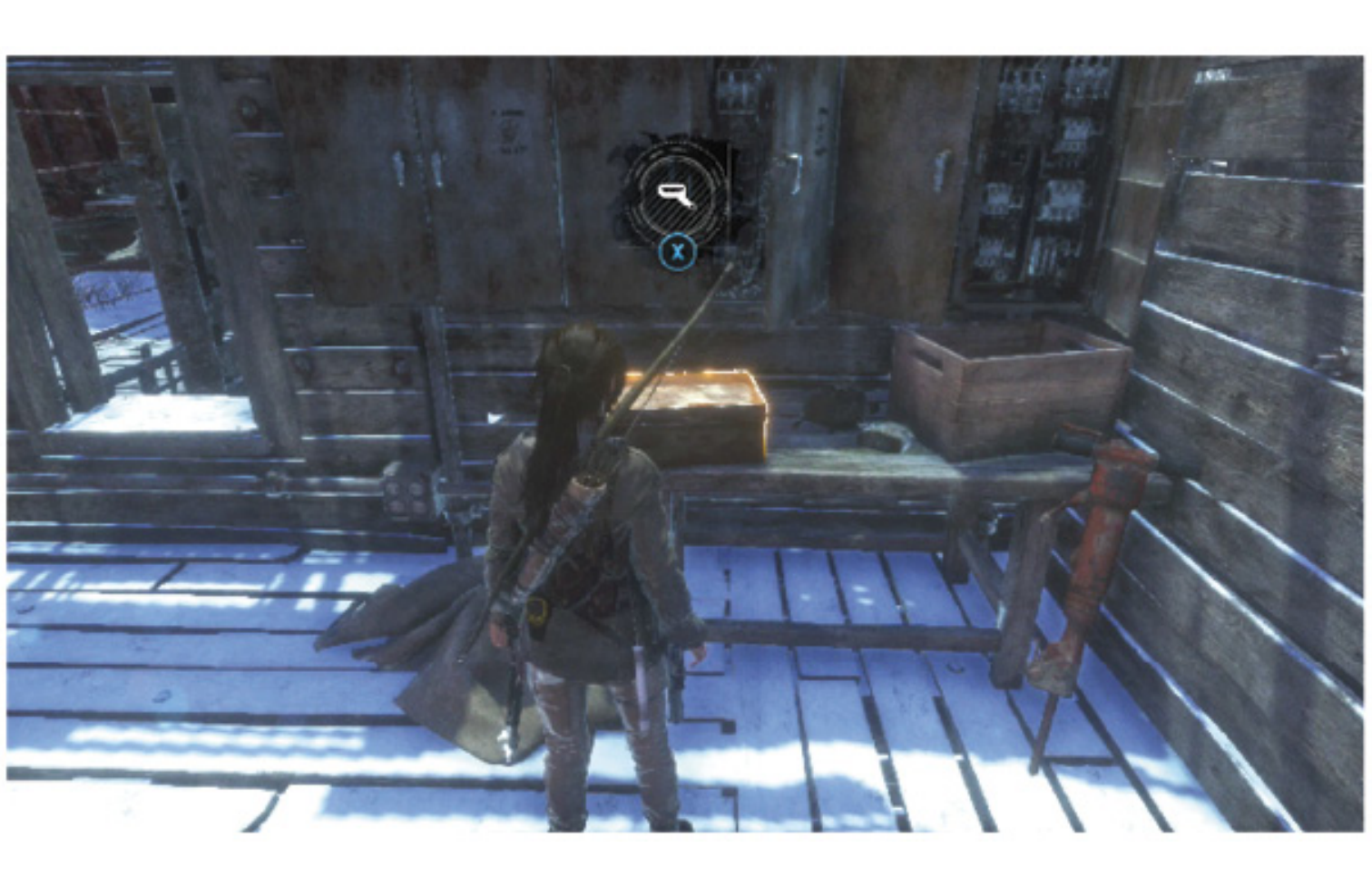
Soviet Installation

Copper Mill Yard Base Camp

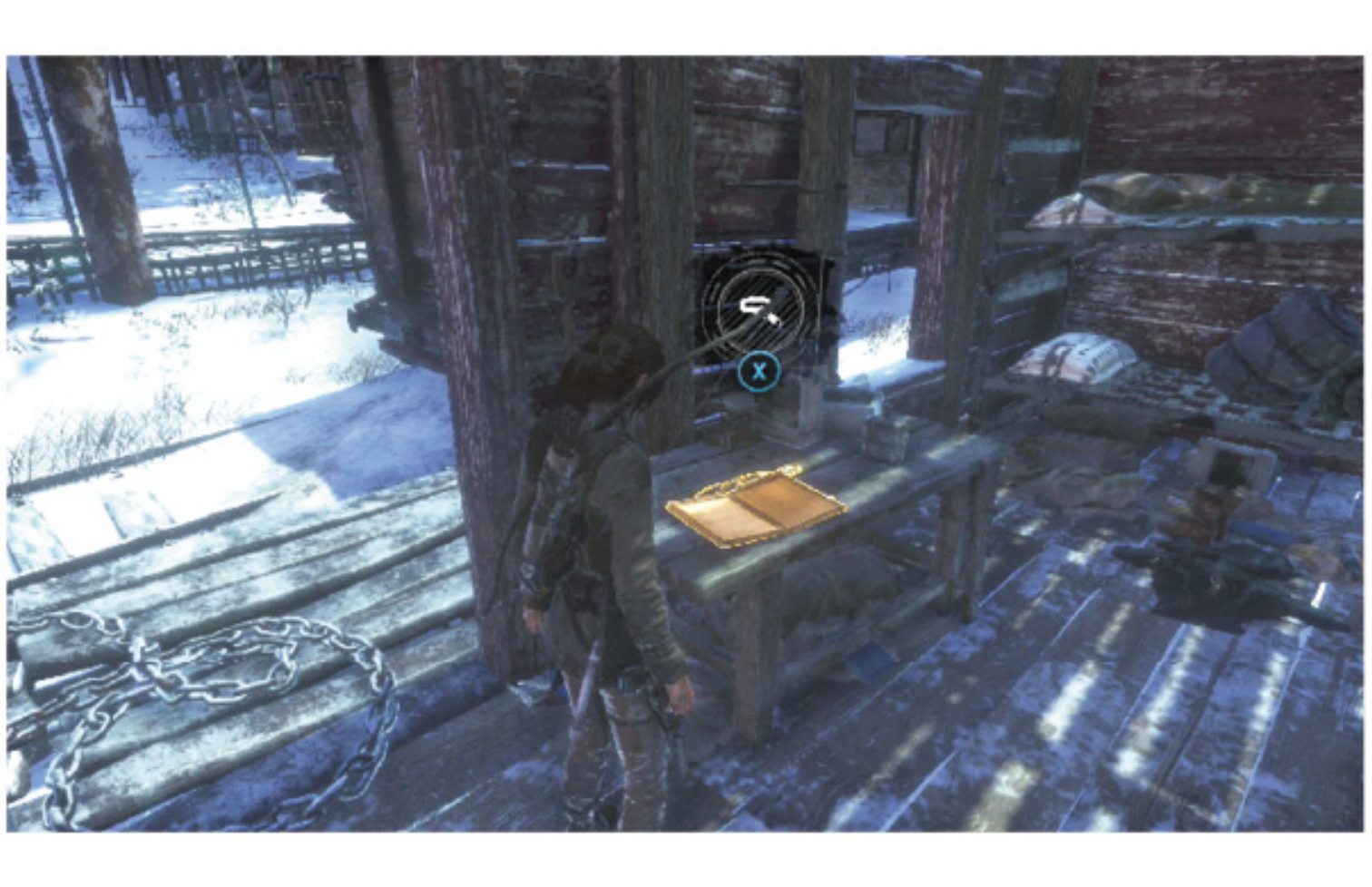




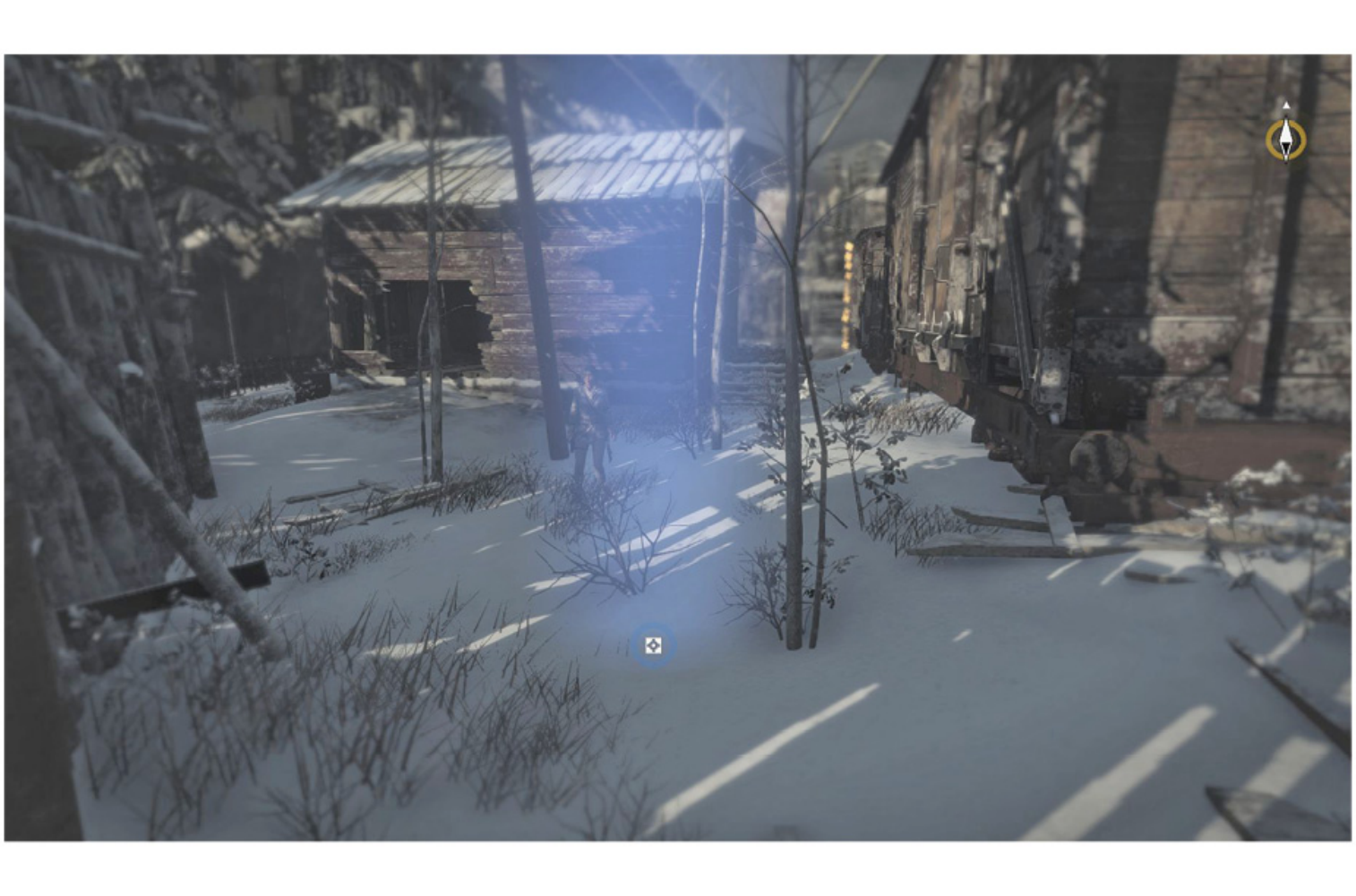
063 N of Copper Mill Yard camp: Use a rope arrow to pull open a cave blocked by roped up boards to find a **Strongbox**.



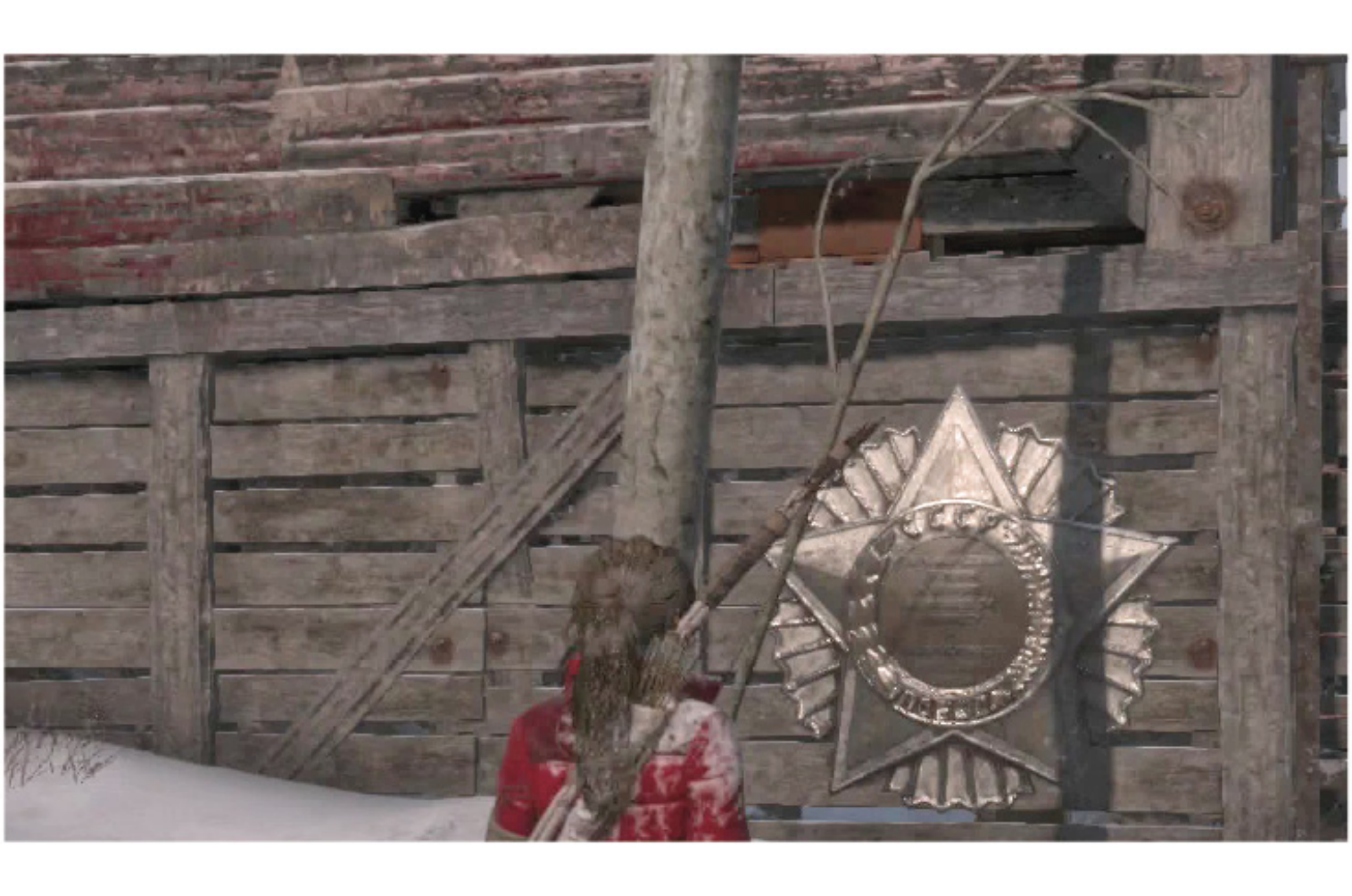
064 SE of Copper Mill Yard camp: Pry open the door of the first building by the base camp you for a **Relic**.



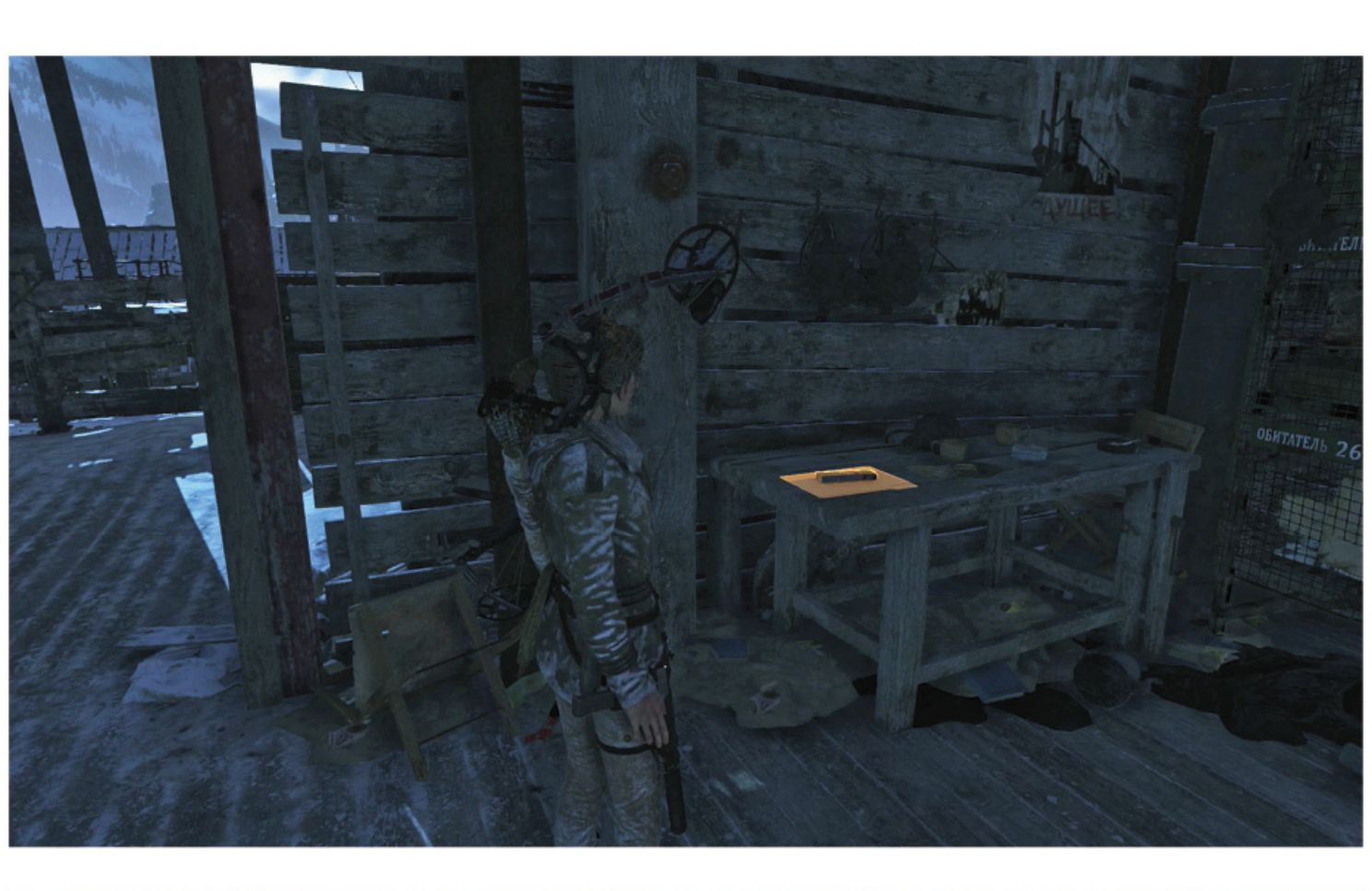
065 SE of Copper Mill Yard camp: A small southern building houses several bunks as well as a **Document**.

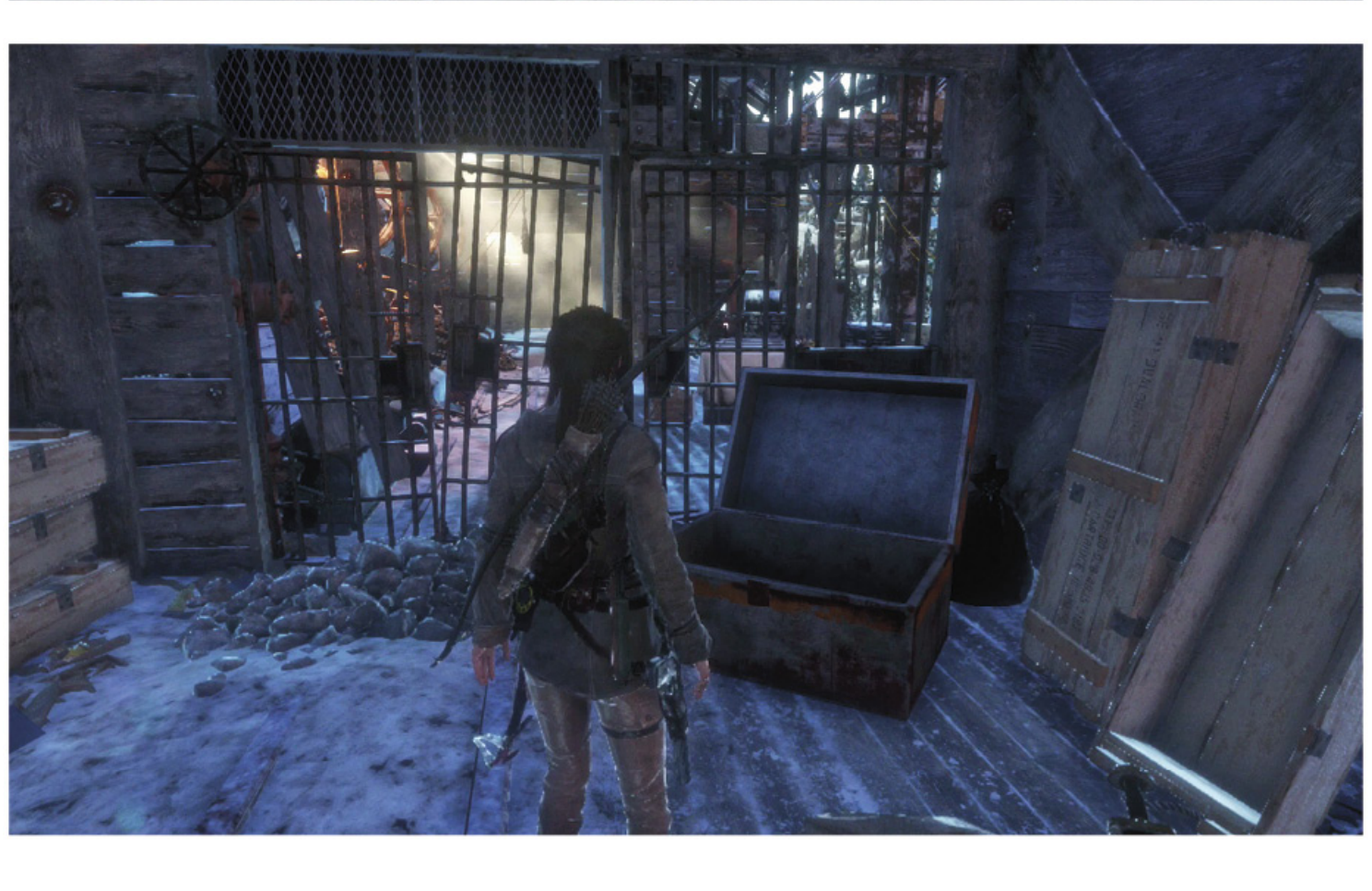


066 SE of Copper Mill Yard camp: Pass the bunkhouse and the train car. A **Survival Cache** is buried by the wall.

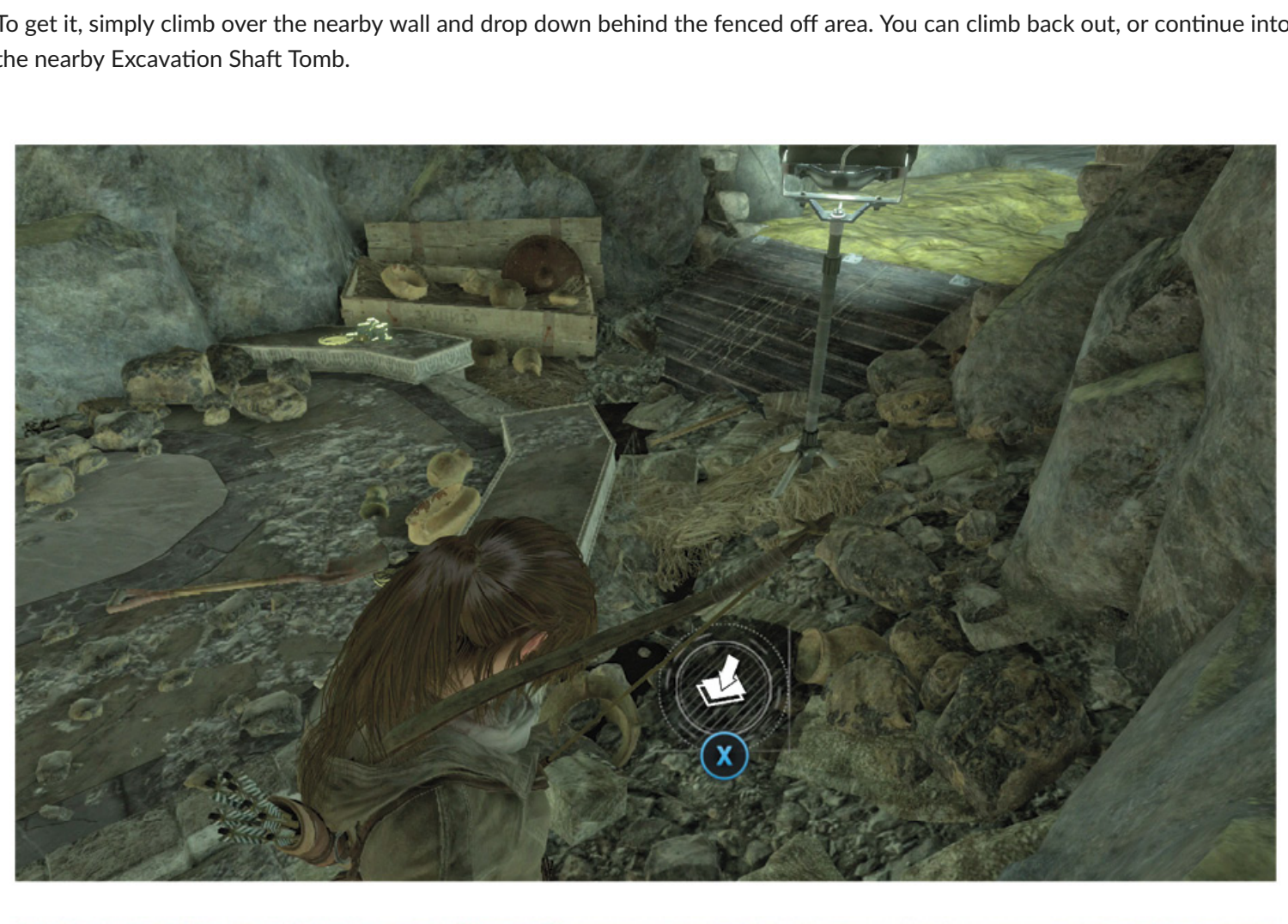


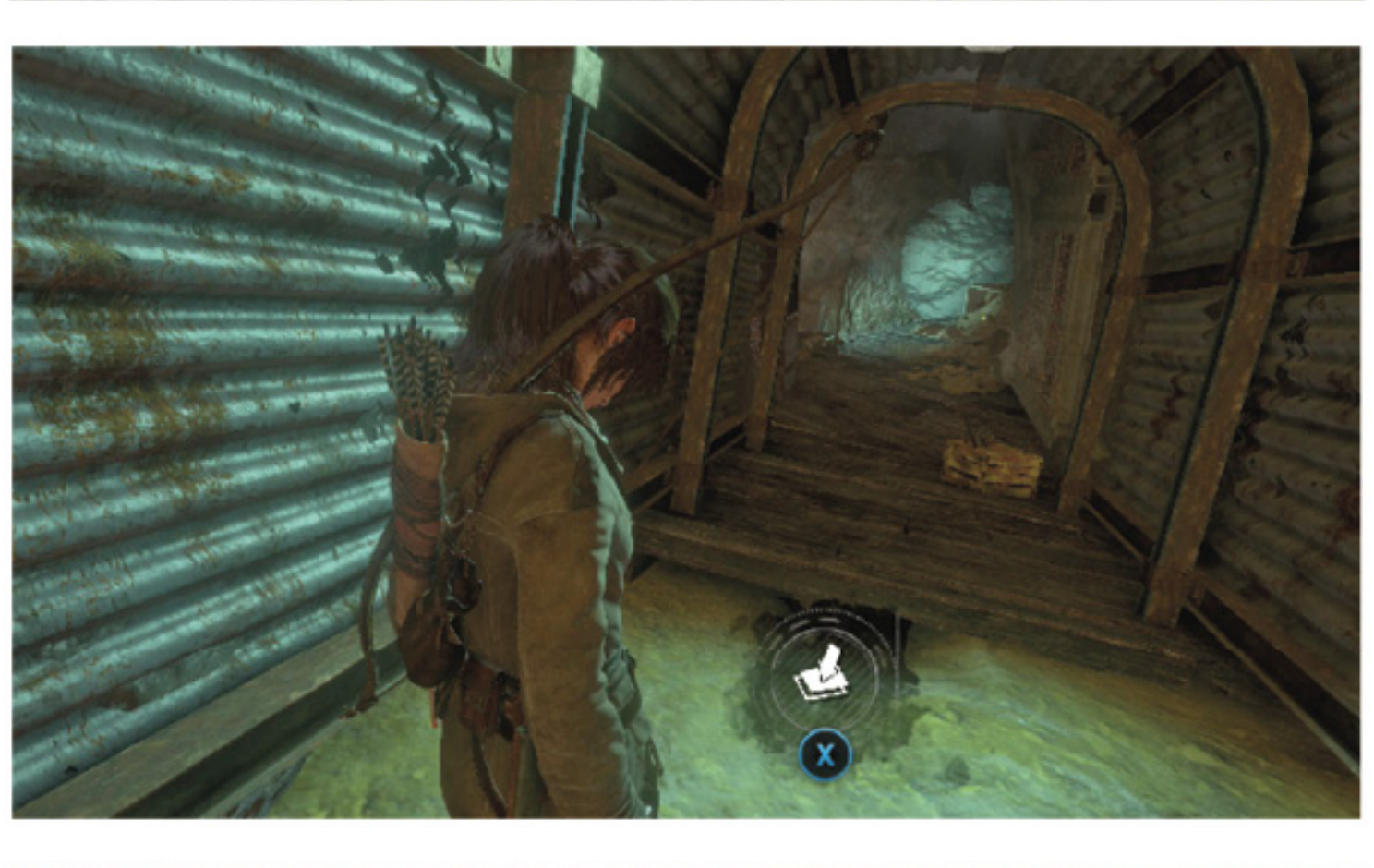
067 SE of Copper Mill Yard camp: A **Mural** is located on the outside of the first building by the base camp.

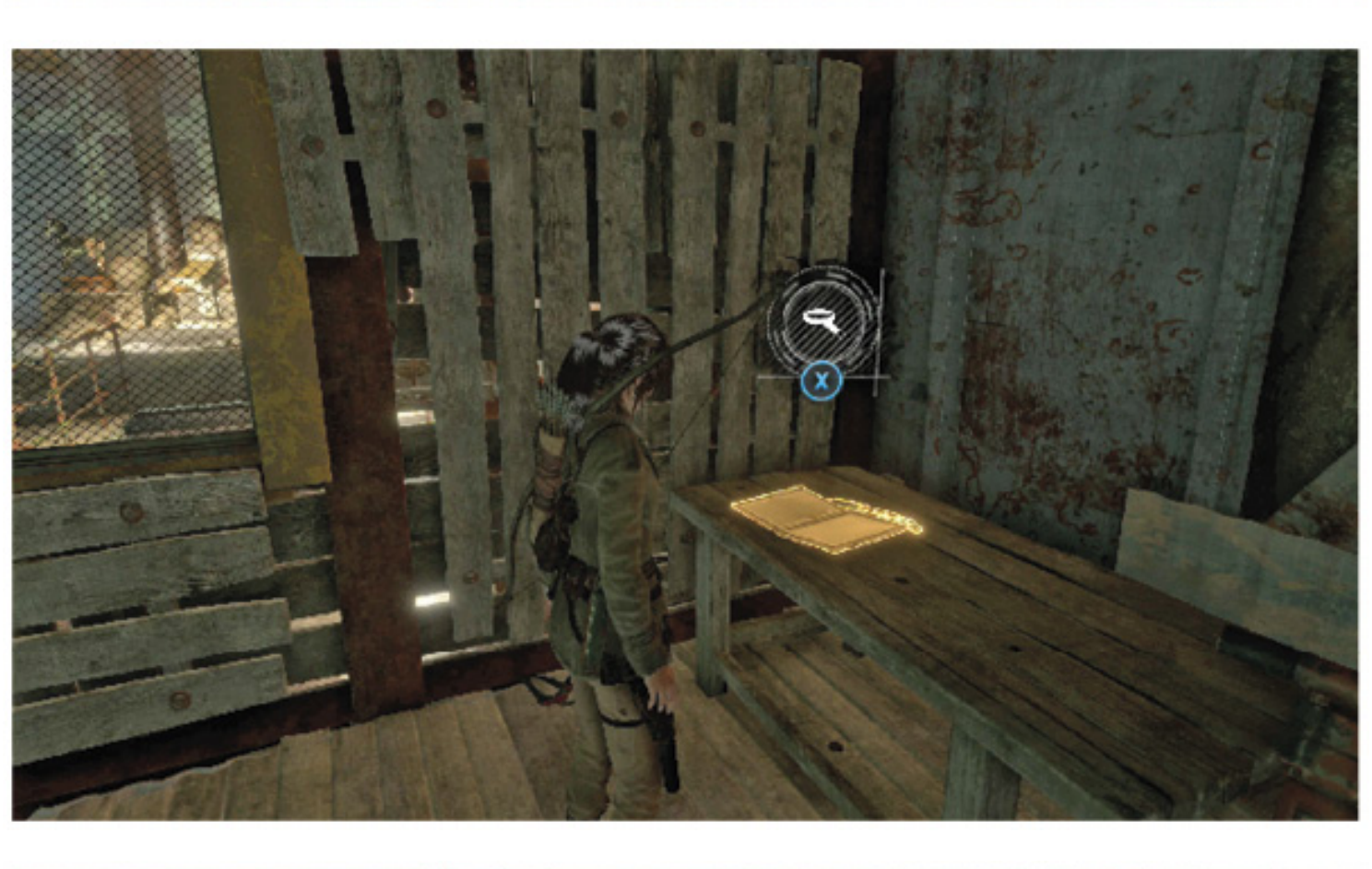


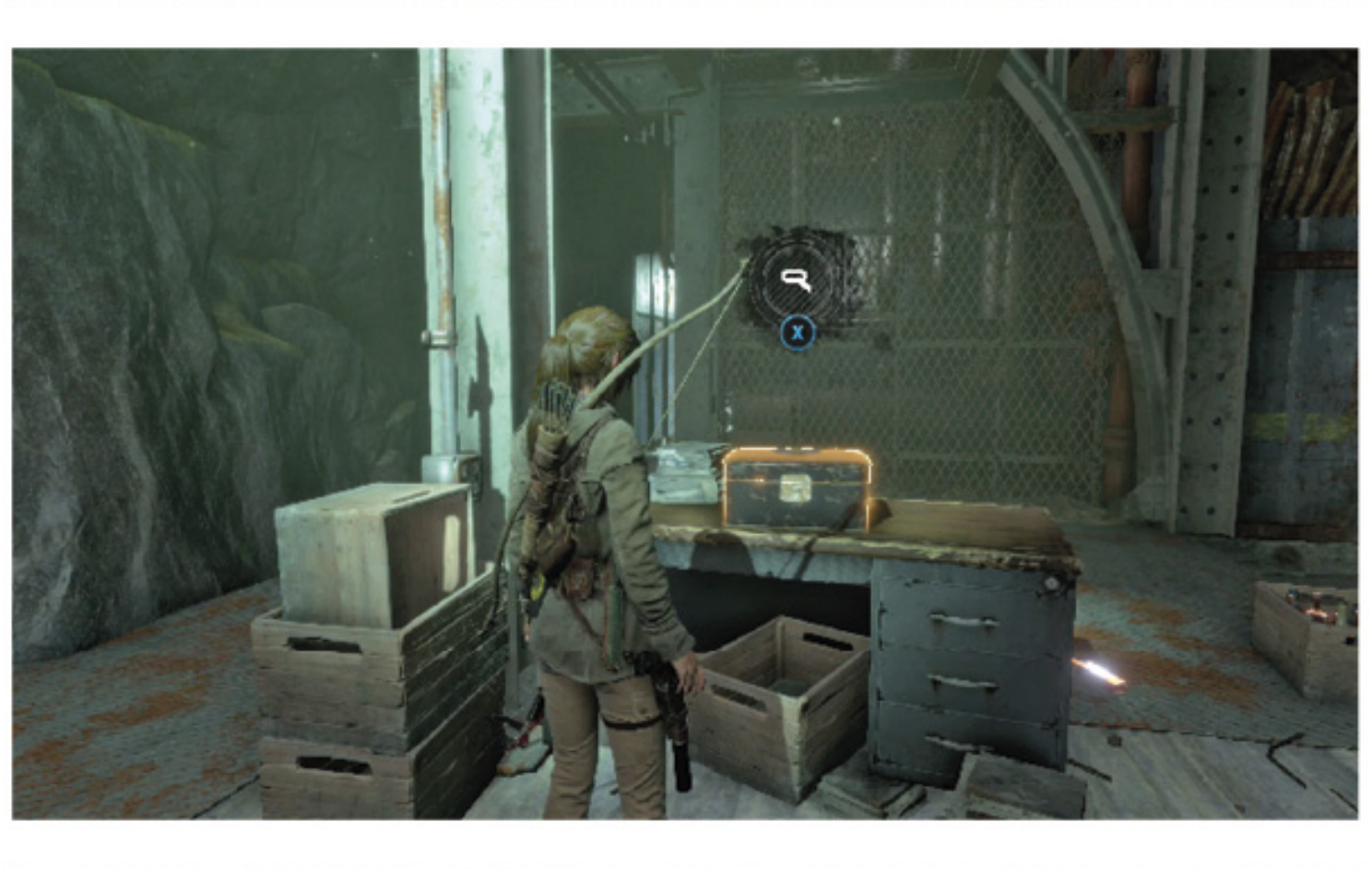


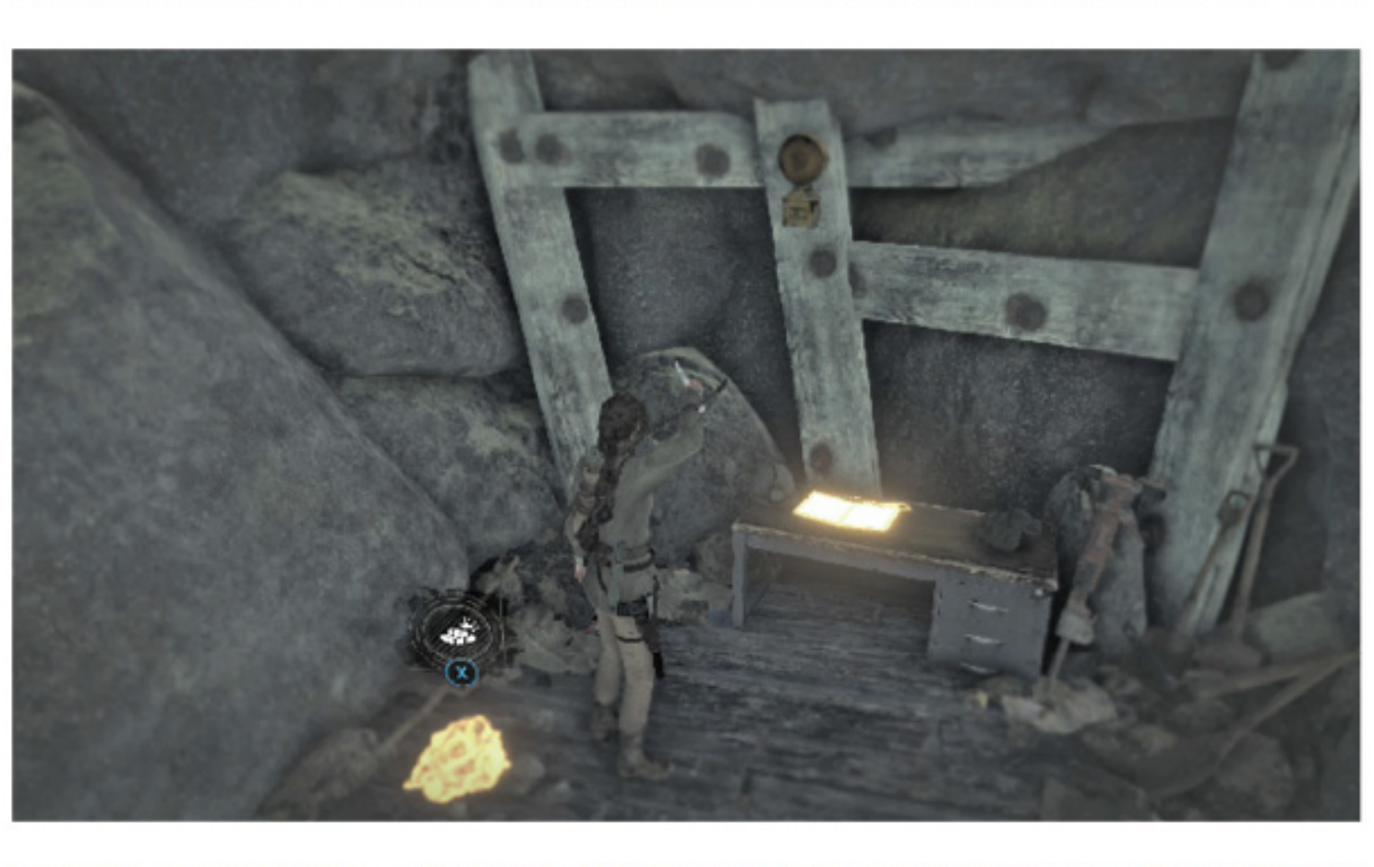
068 **069** SE of Copper Mill Yard camp: Climb the ladder and jump across to get inside the upper levels. A **Document** is immediately on the left as you enter. Climb the nearby ladder and continue through the building to find a fenced off **Strongbox**. To get it, simply climb over the nearby wall and drop down behind the fenced off area. You can climb back out, or continue into the nearby Excavation Shaft Tomb.

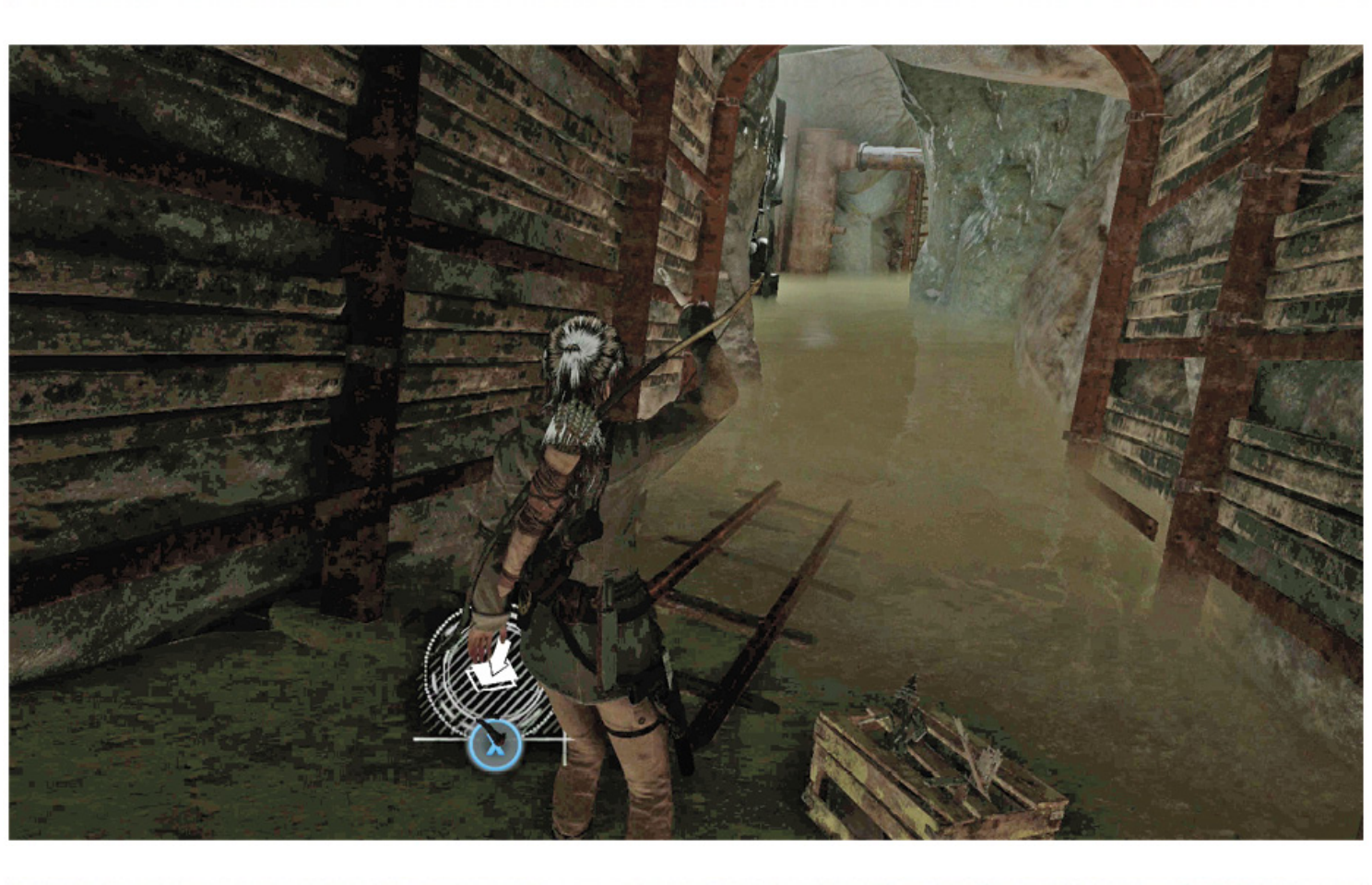


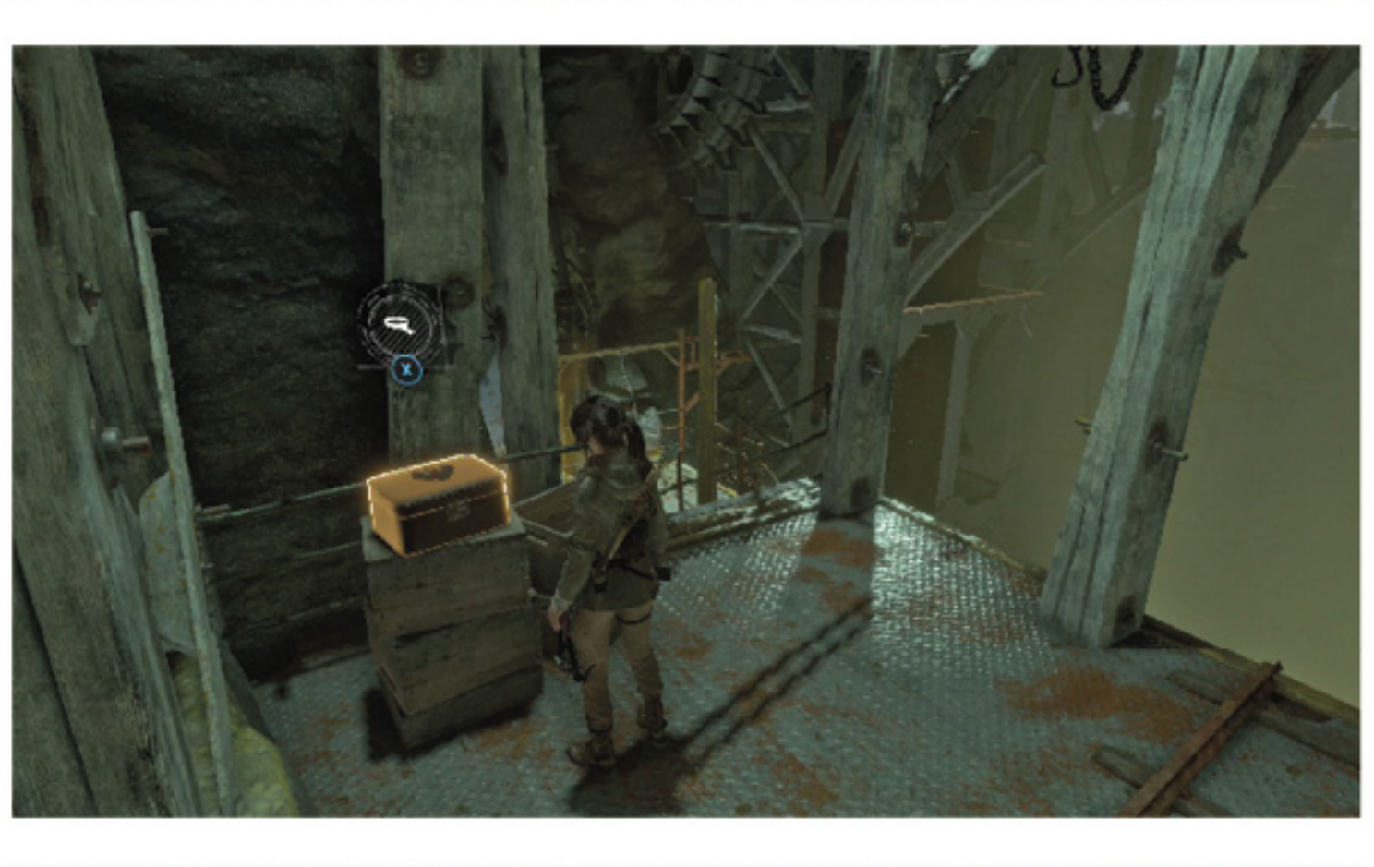


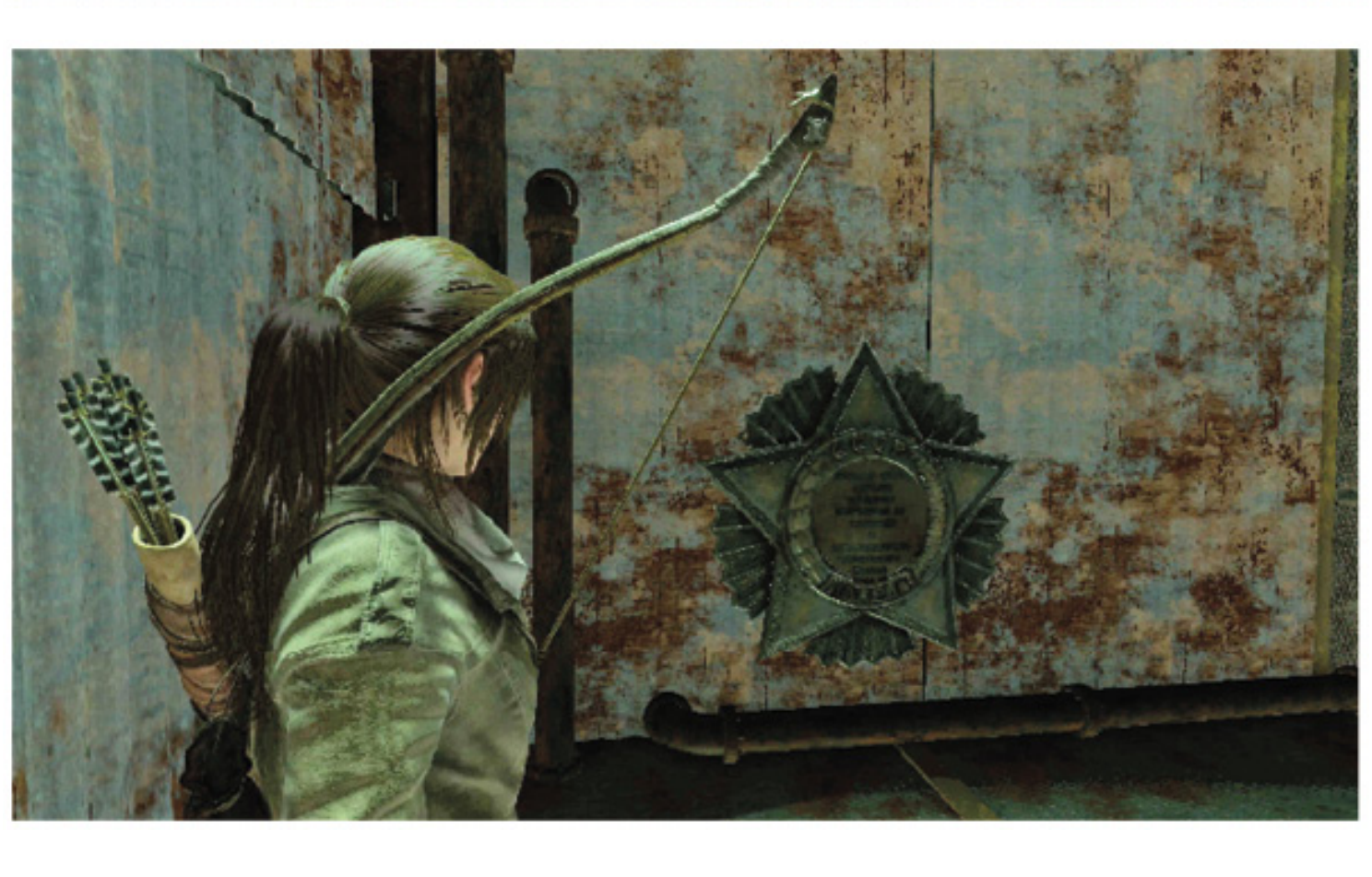




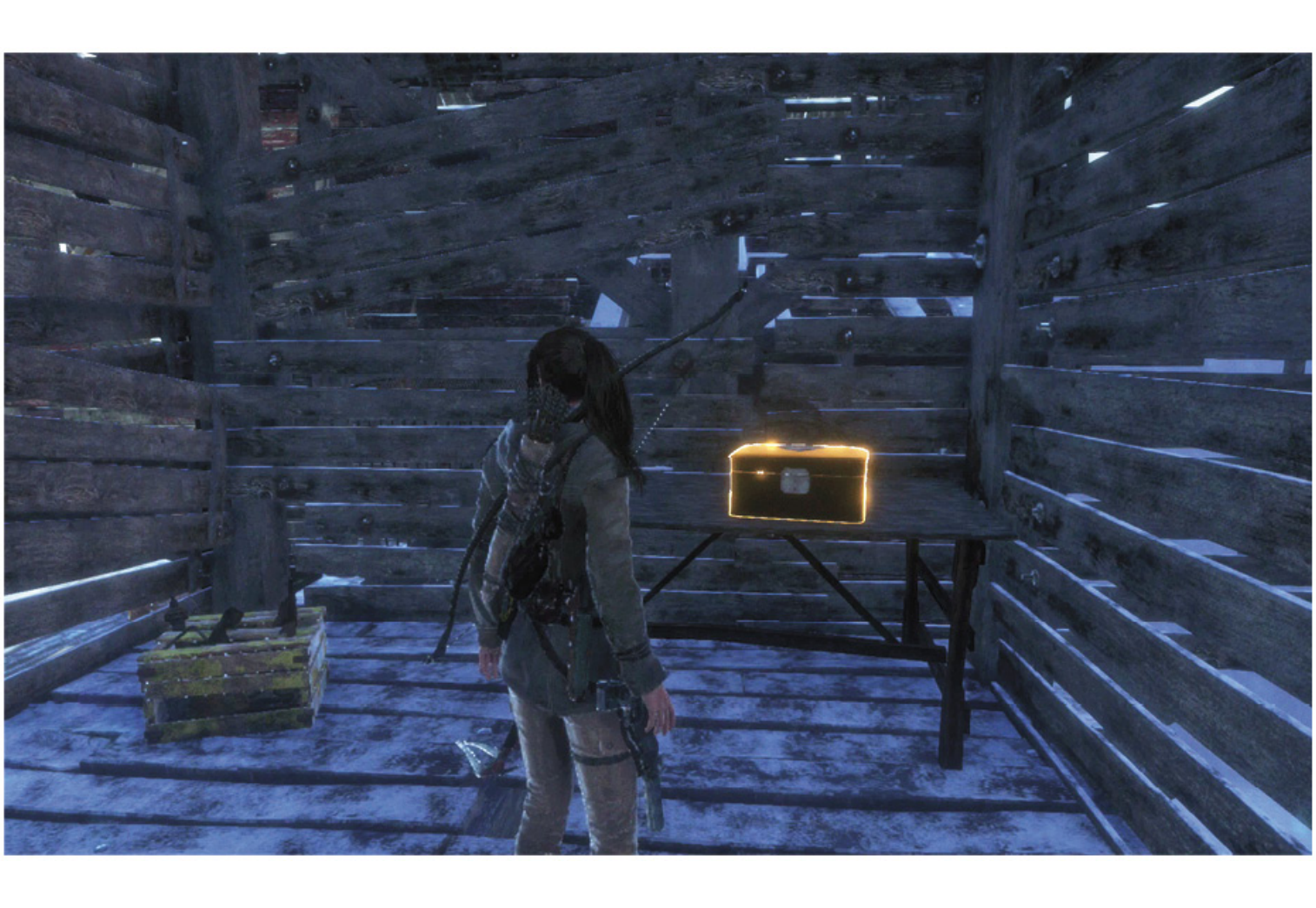




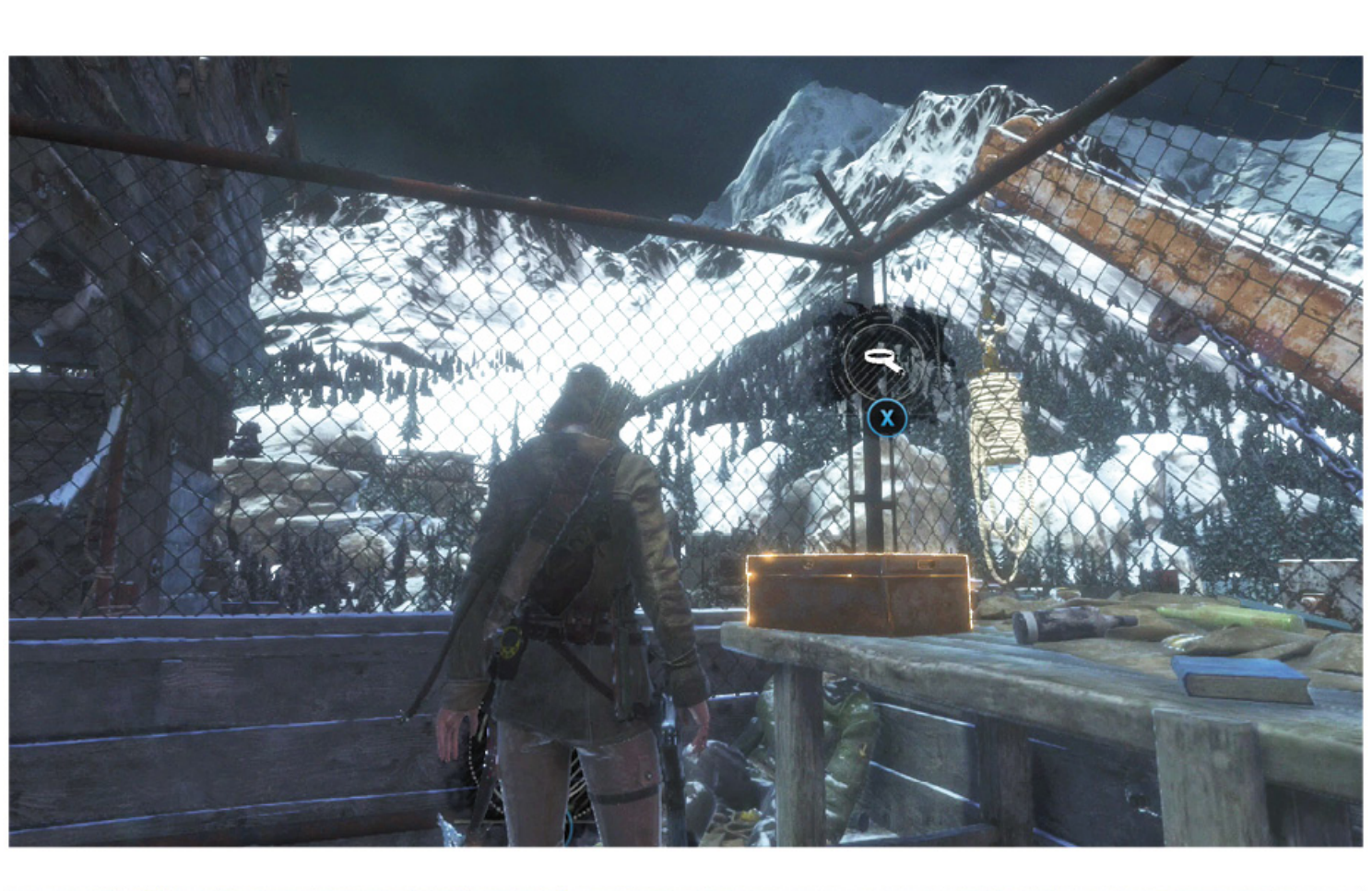


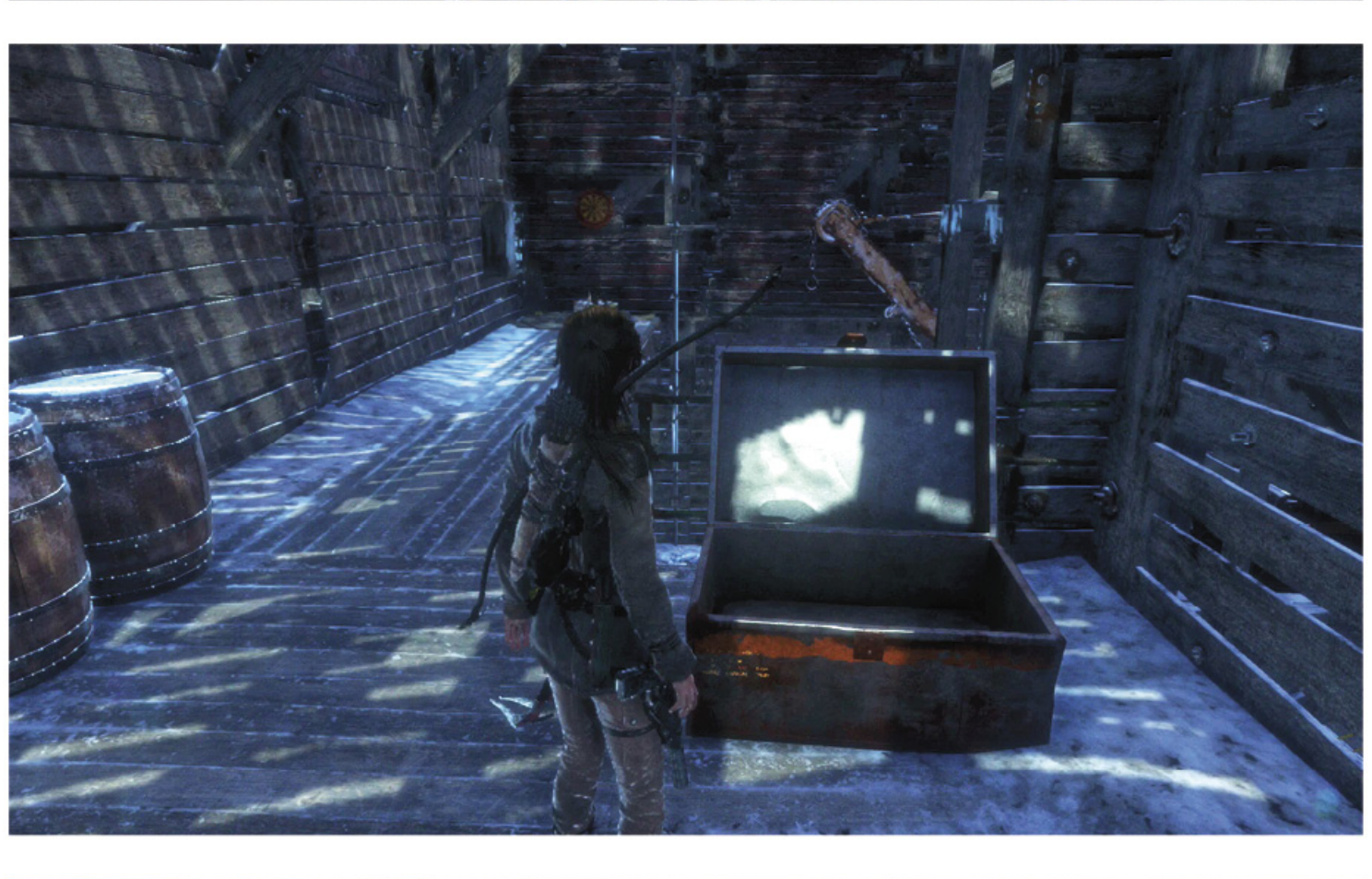


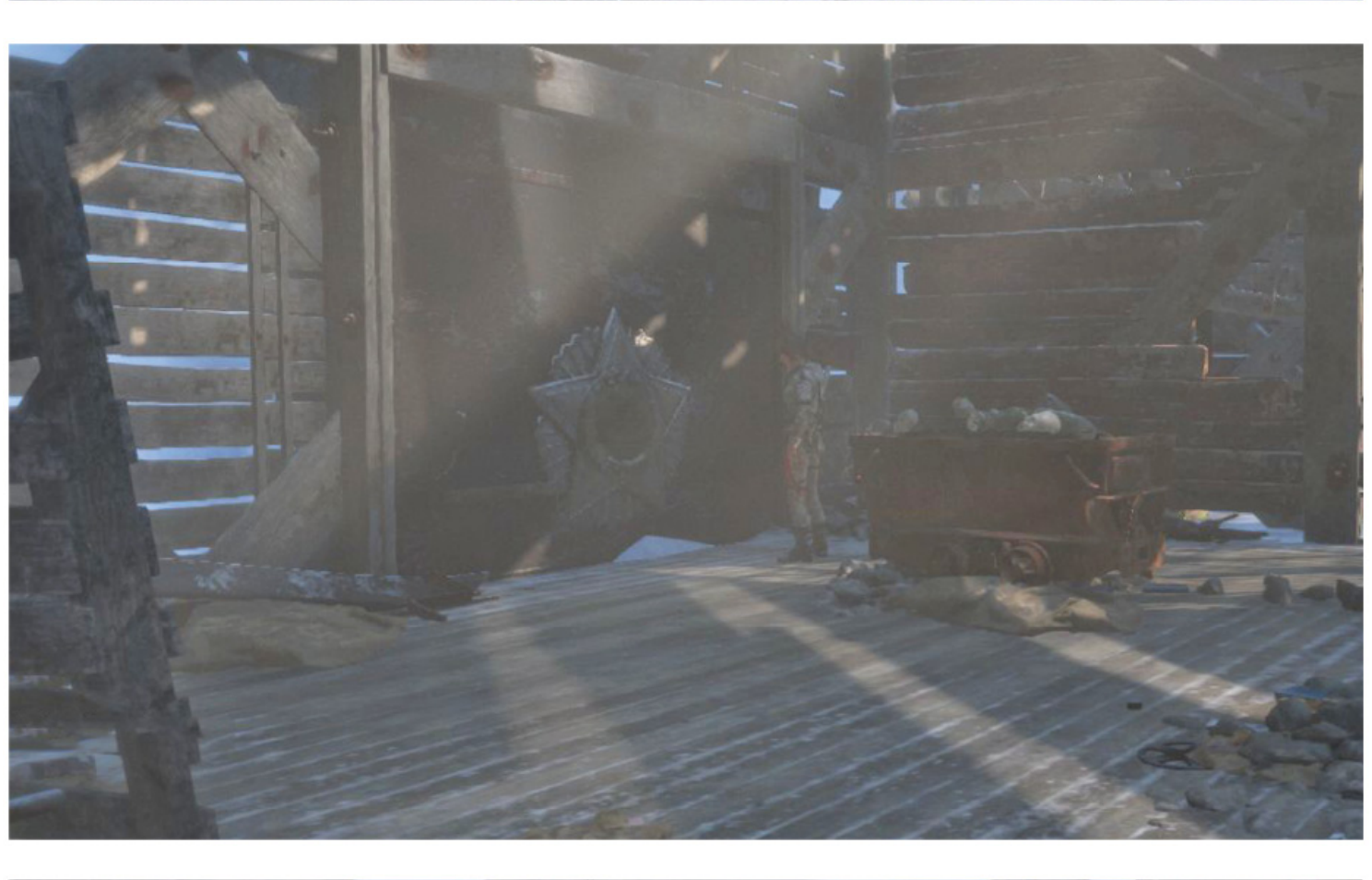
070 **071** **072** **073** **074** **075** **076** **077** SE of Copper Mill Yard Camp, in the Excavation Shaft: This Tomb has access to many treasures. This includes three **Survival Caches**, two **Relics**, two **Documents**, and a **Mural**. Items found inside the Tomb are not shown on the map.

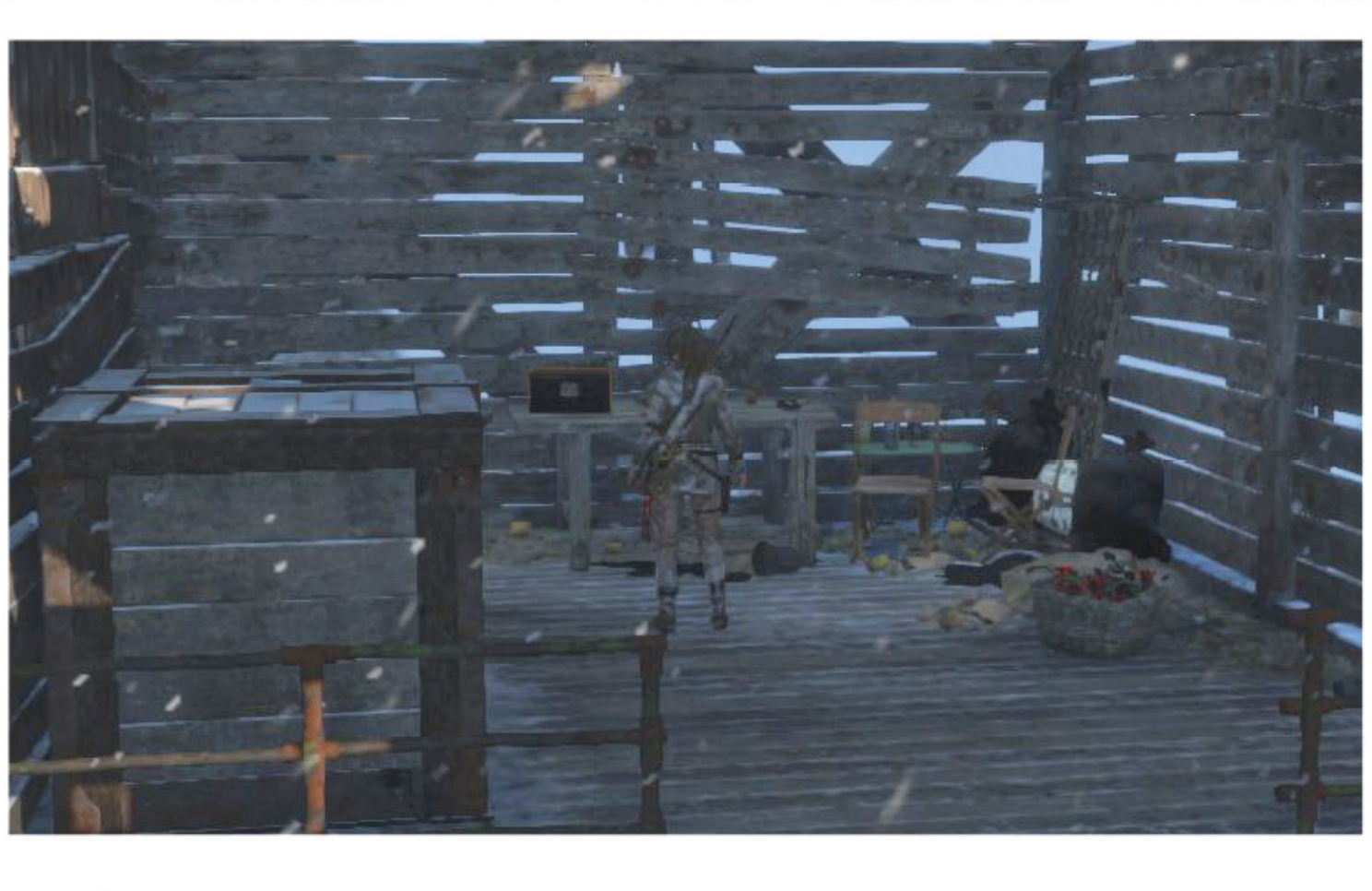


078 SE of Copper Mill Yard camp: In the main building, past the fenced off area with the Excavation shaft, a burnable curtain of cloth and debris hides a small room with a **Relic**.

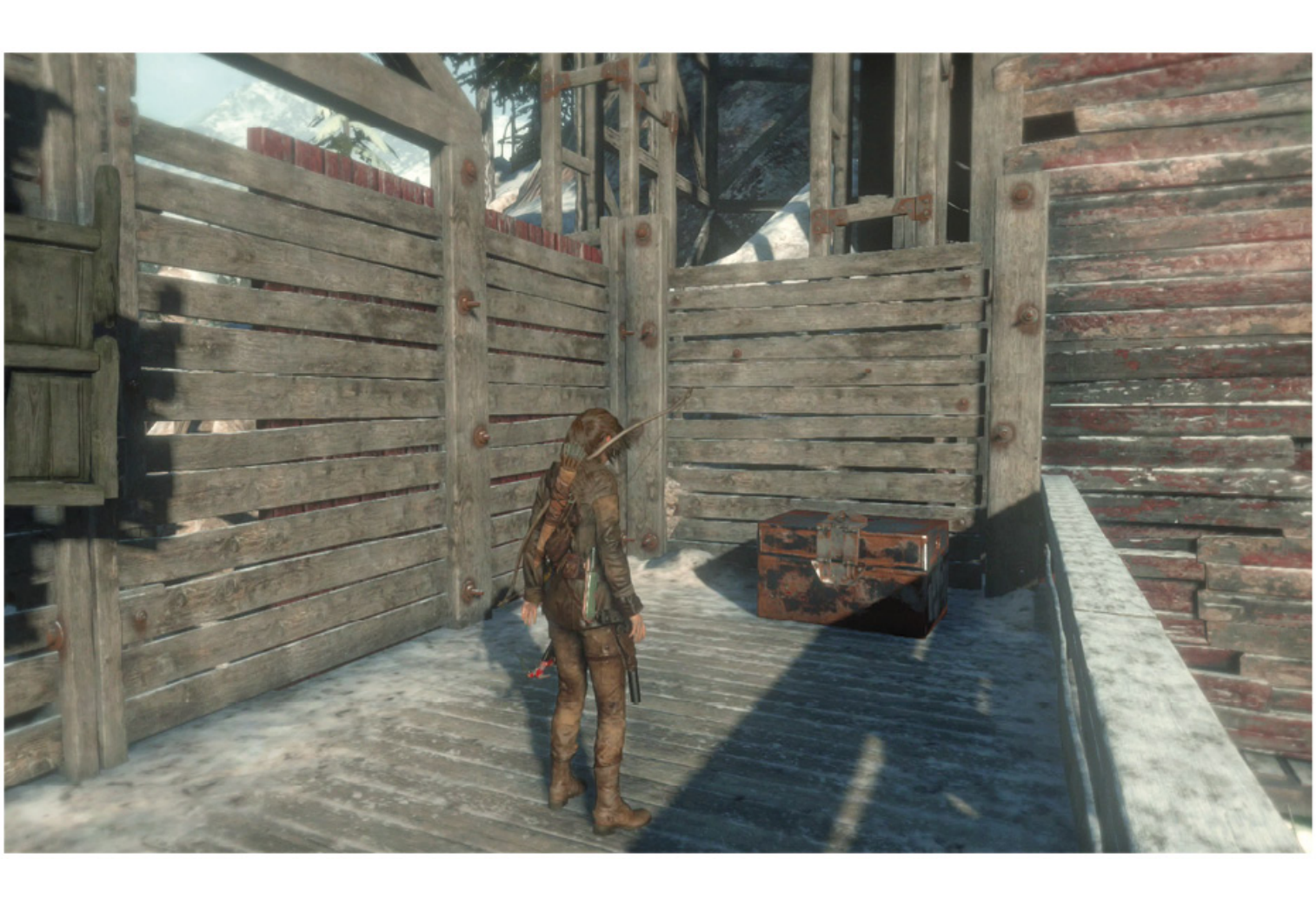




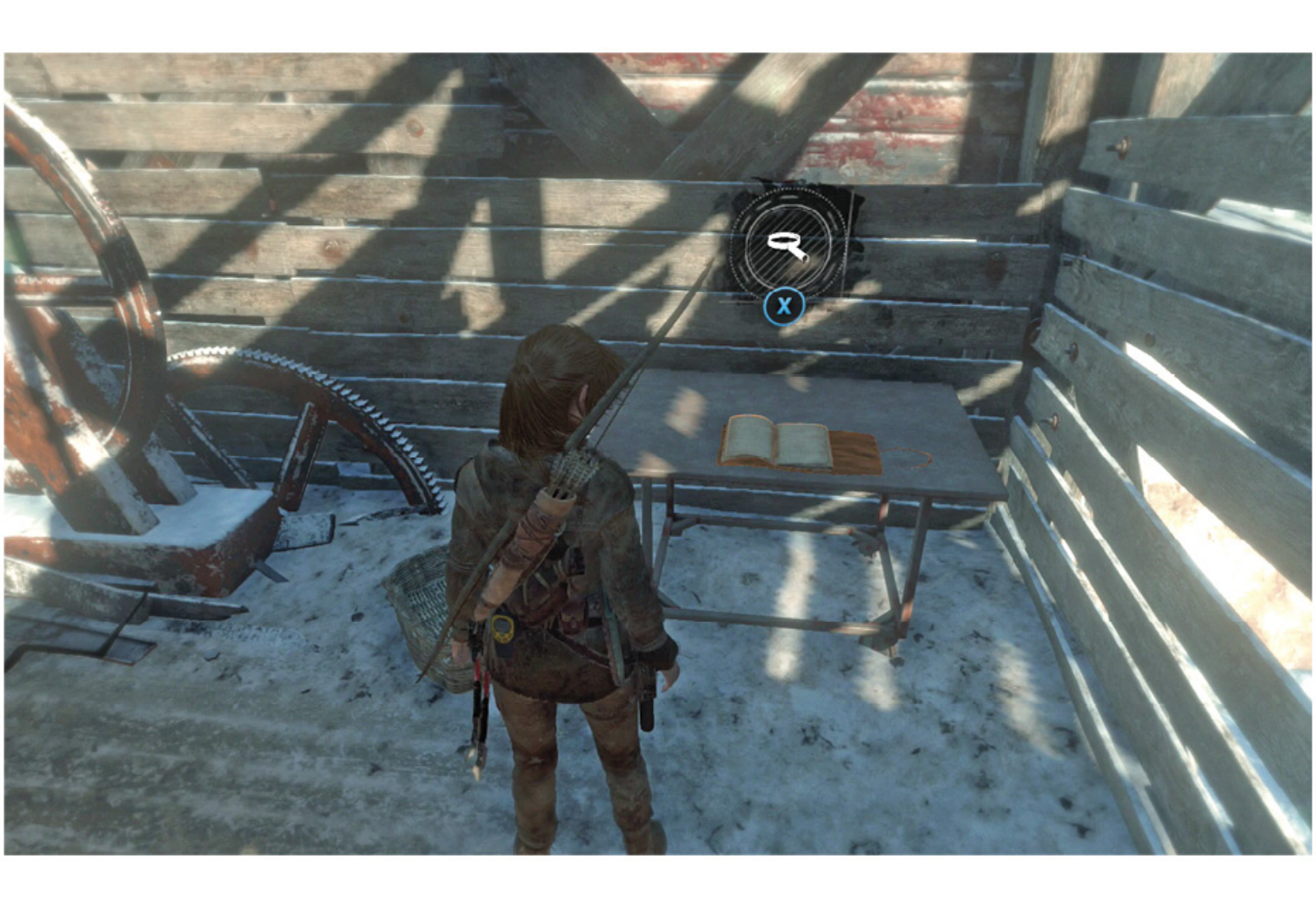




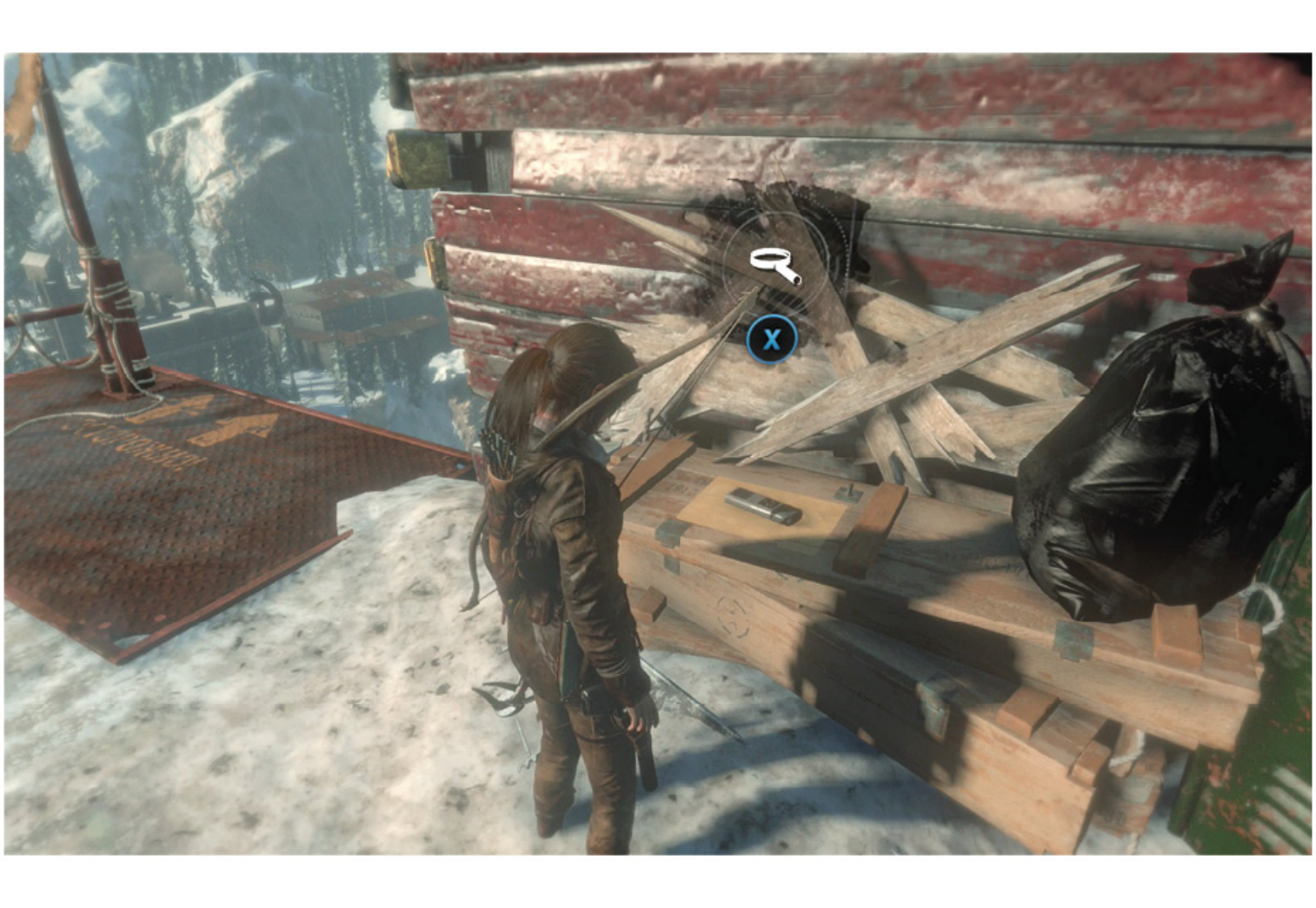
079 **080** **081** **082** SE of Copper Mill Yard camp: the wooden building on the upper floor houses a **Relic** on the lower floor. Look for a **Mural** when you're exploring the building with the breakable wall that slides down to the bottom of the mill. The Mural is across from the rope wall that you break to descend. You can also claim a **Strongbox** here. If you miss the jump you have to go all the way back up to try again! Once you have it, use the nearby rope pillar to ascend to another **Relic**.



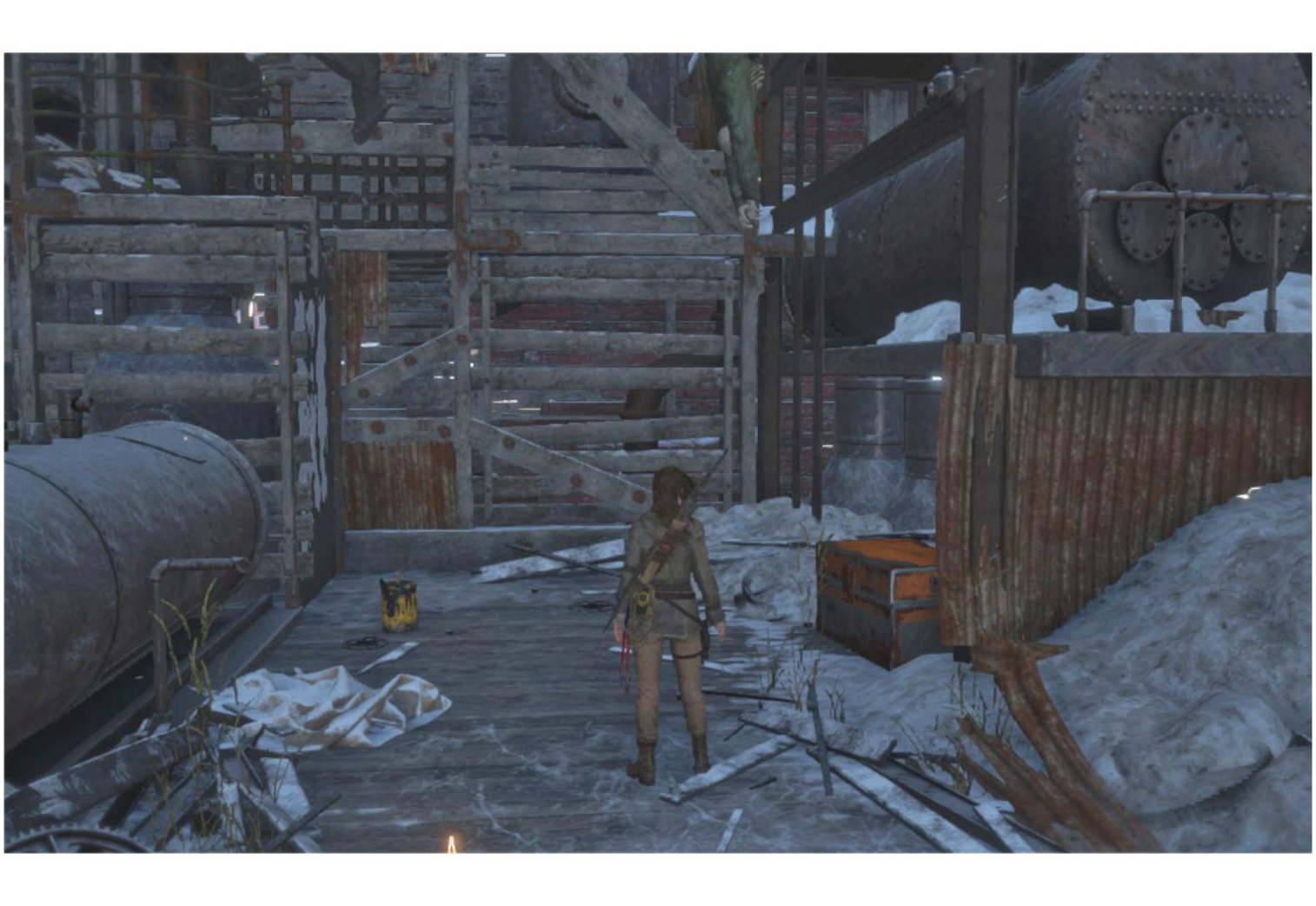
083 NE of Copper Mill Yard camp: The upper level of the mill requires some climbing, balancing, and swinging on ropes. After climbing the large red fuel tank, Work your way to the top level for a **Strongbox**, but remember to bring your Lockpicks.



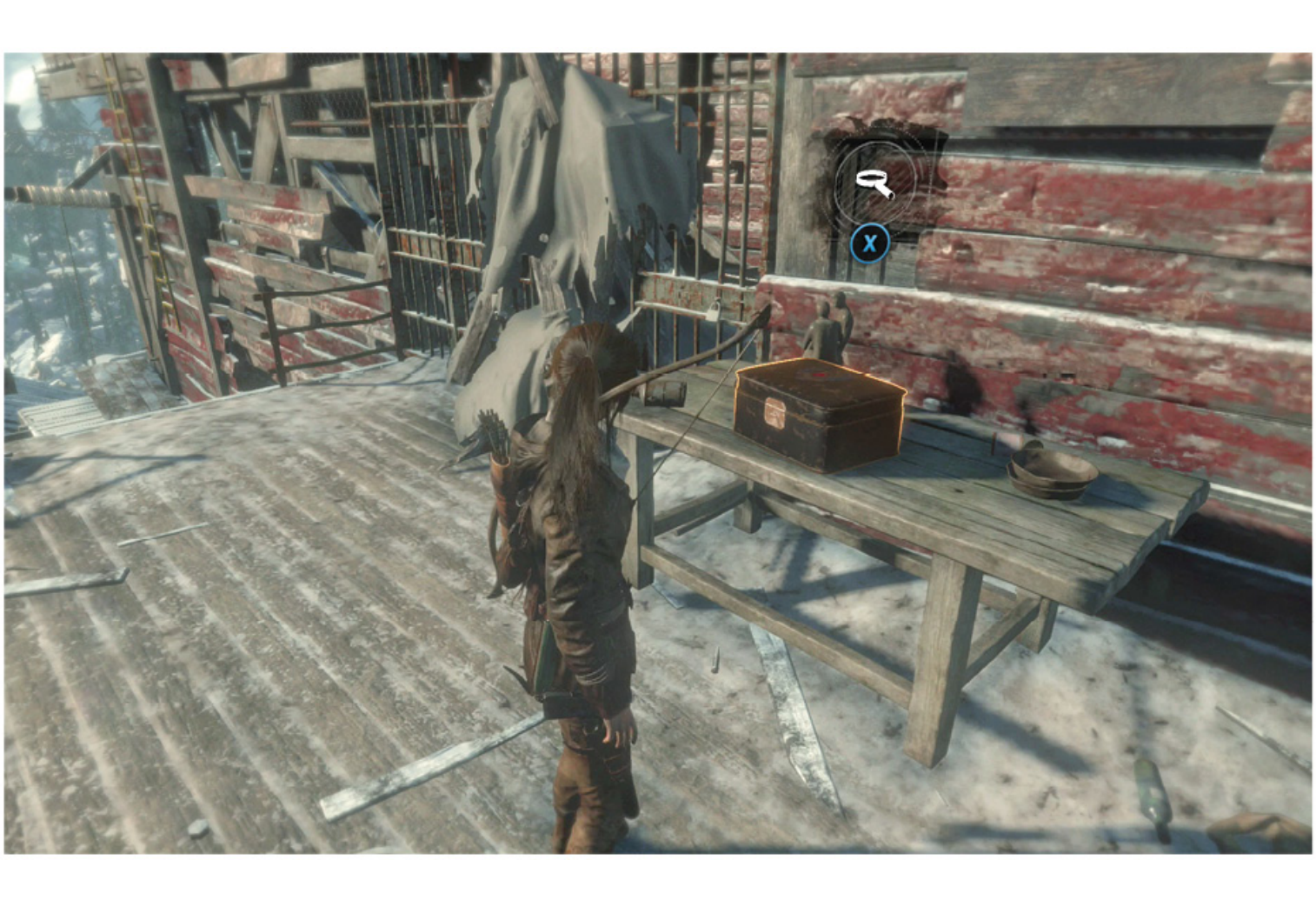
084 E of Copper Mill Yard camp: Continue to rope and climb the upper Mill section. Work your way to the southern section of the upper level to find a **Document** on nearby tables.



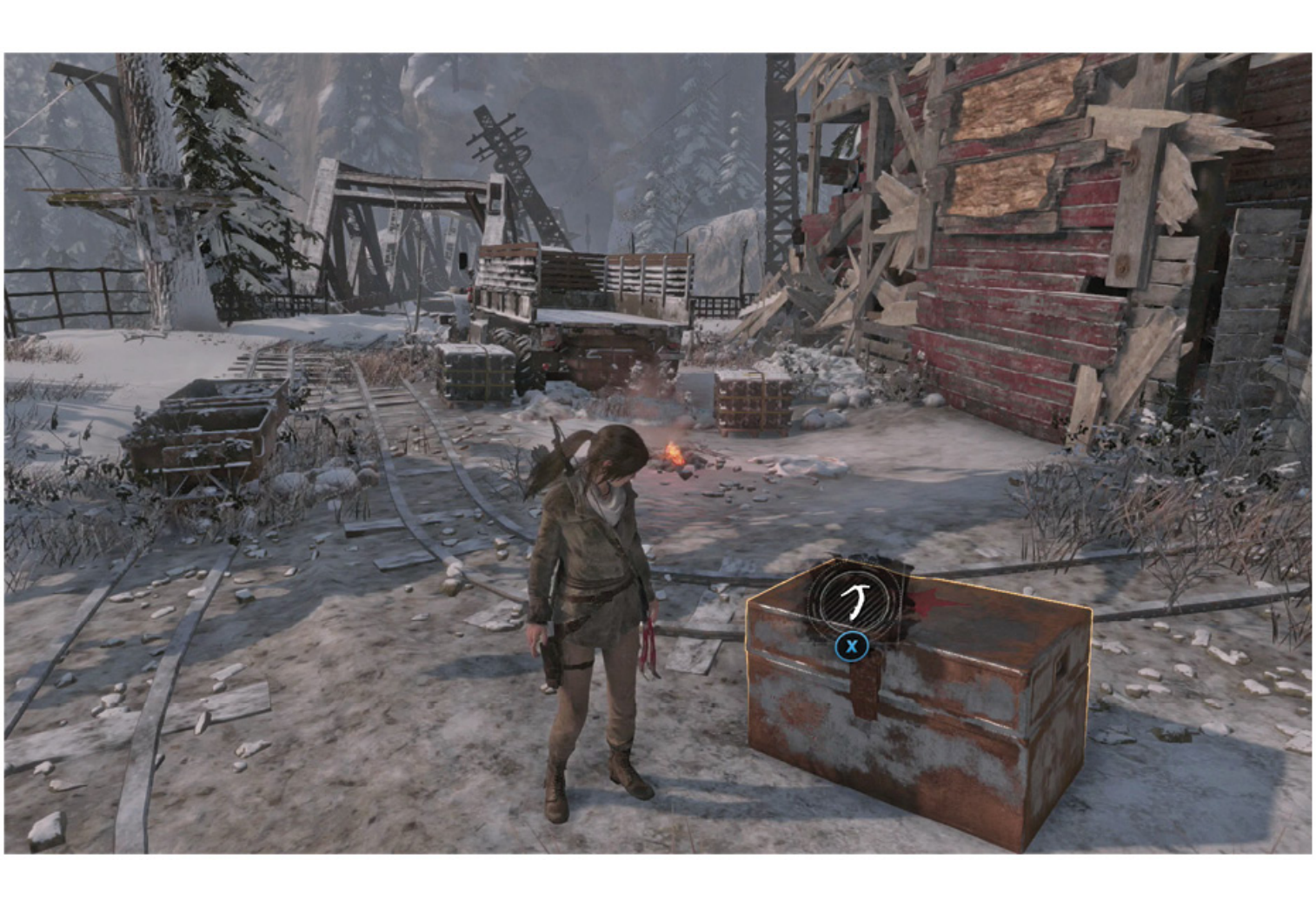
085 E of Copper Mill Yard camp: At the top of the mill, before swinging across on the rope bundle, collect the **Document** on the table.



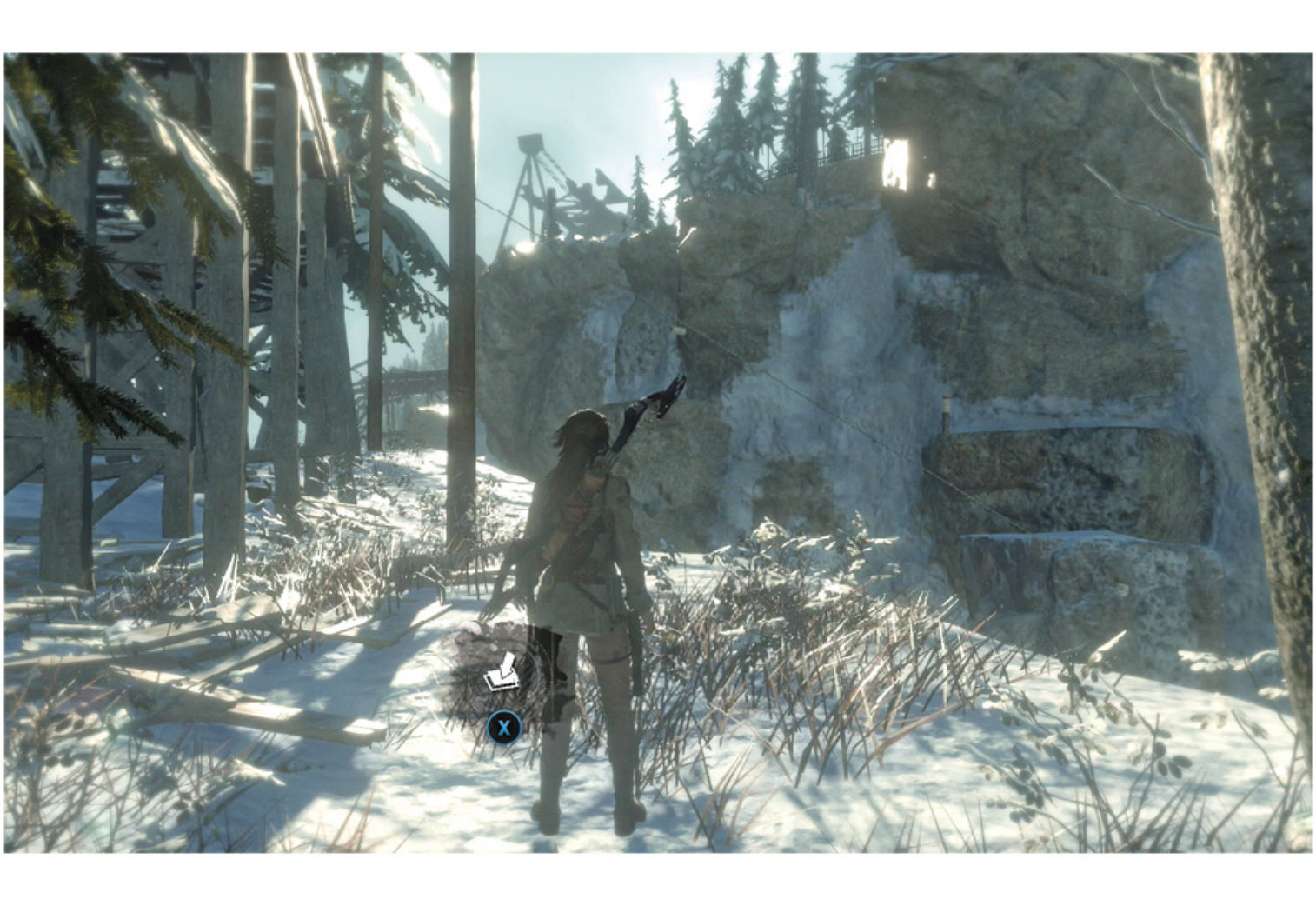
086 NE of Copper Mill Yard: You pass through a crusher room before reaching the fiery section that ends the mill portion of this area. A **Strongbox** is in that room, on the right side.



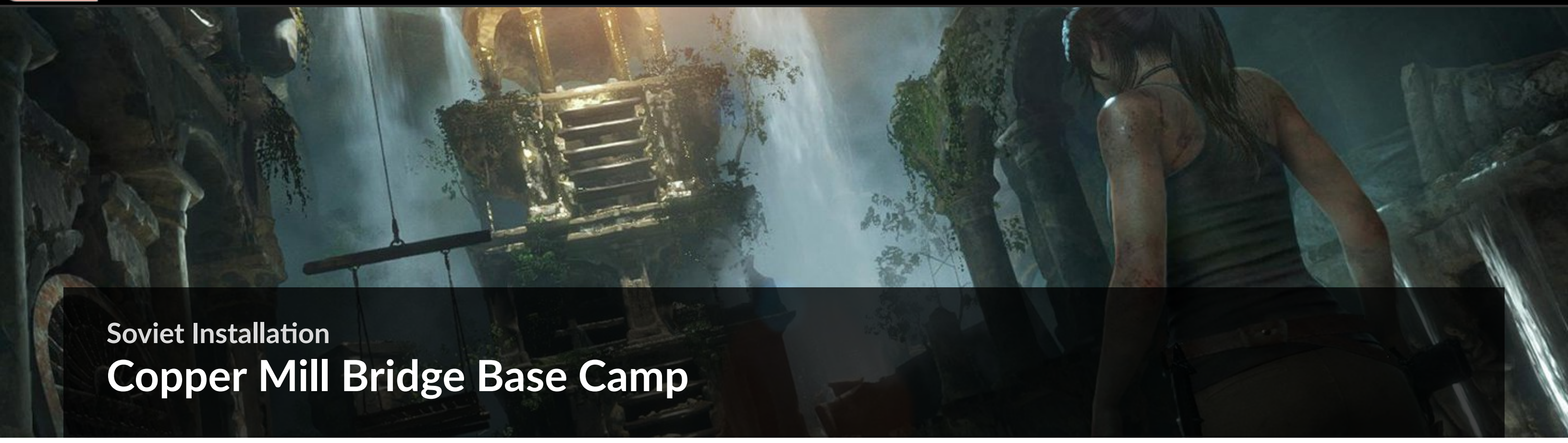
087 E of Copper Mill Yard camp: The inside of the upper mill is barren of collectibles, but pull down a set of roped up boards overhead to find a ledge that takes you to a slide. At the bottom is a **Relic**, and a burnable cloth wall.



088 Far NE of Copper Mill Yard Camp: As you reach the next Base Camp (Copper Mill Bridge), you get a **Strongbox**. This isn't available until later in the game.

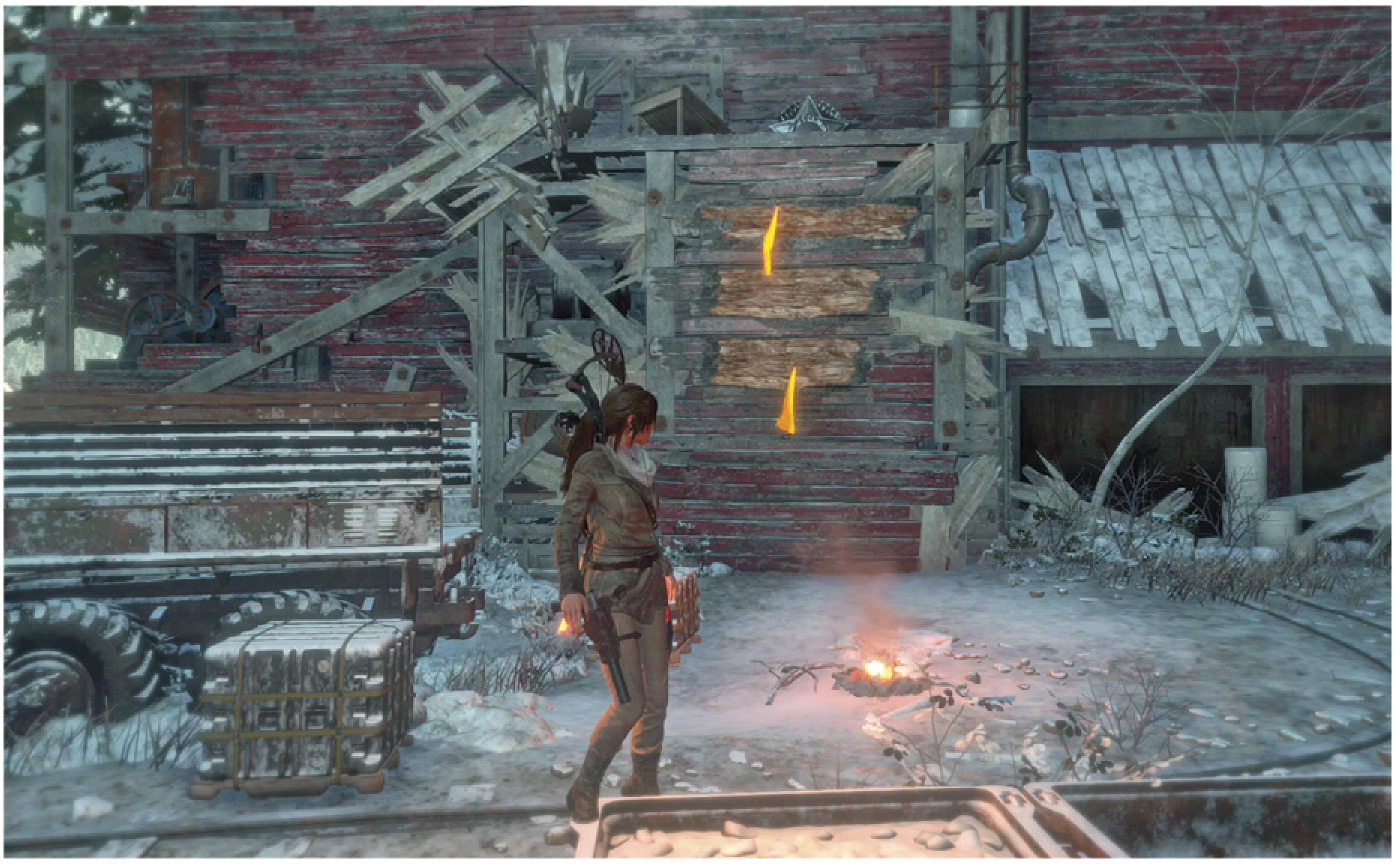


089 NW of Copper Mill Yard Camp: A **Survival Cache** is buried in the snow underneath the wooden walkway leading to base camp.

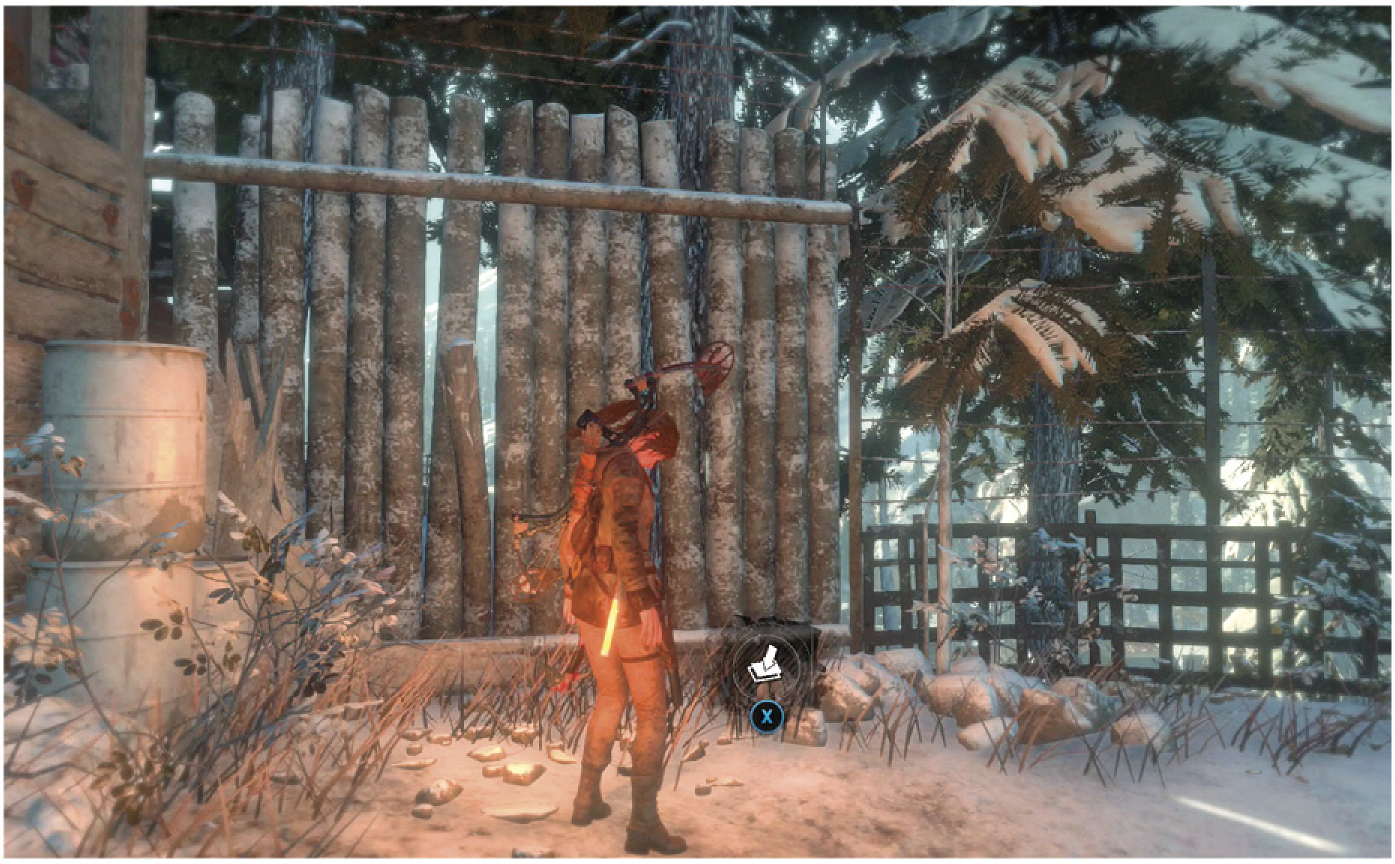


Soviet Installation

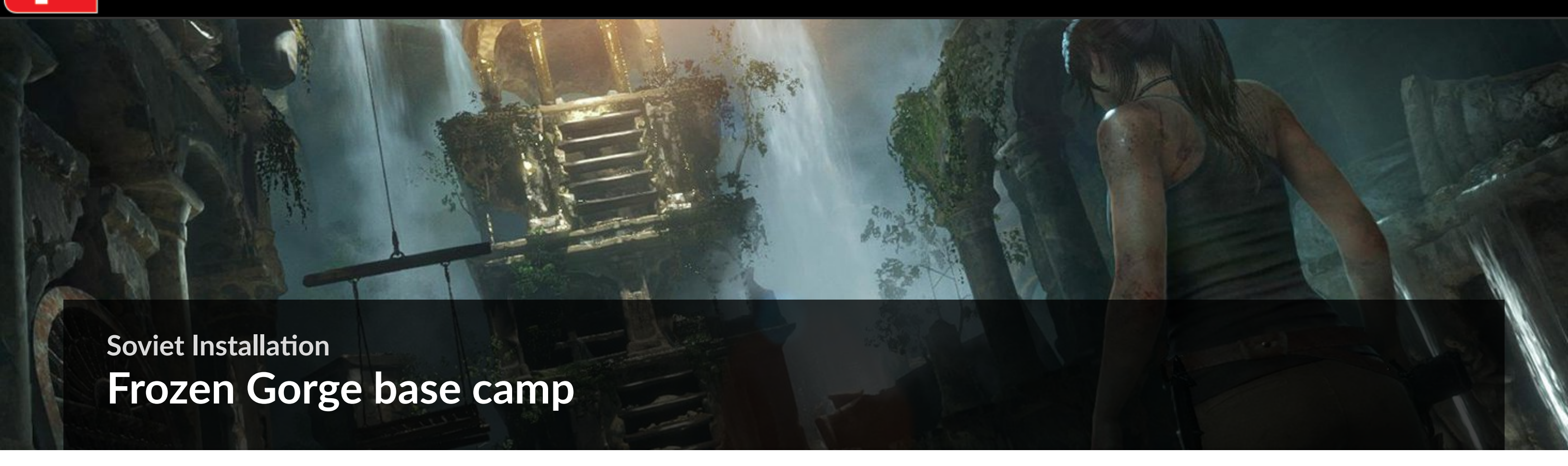
Copper Mill Bridge Base Camp



090 Next to the base camp is a wall which can be climbed with the aid of your climbing arrows. At the top is a **Mural**.

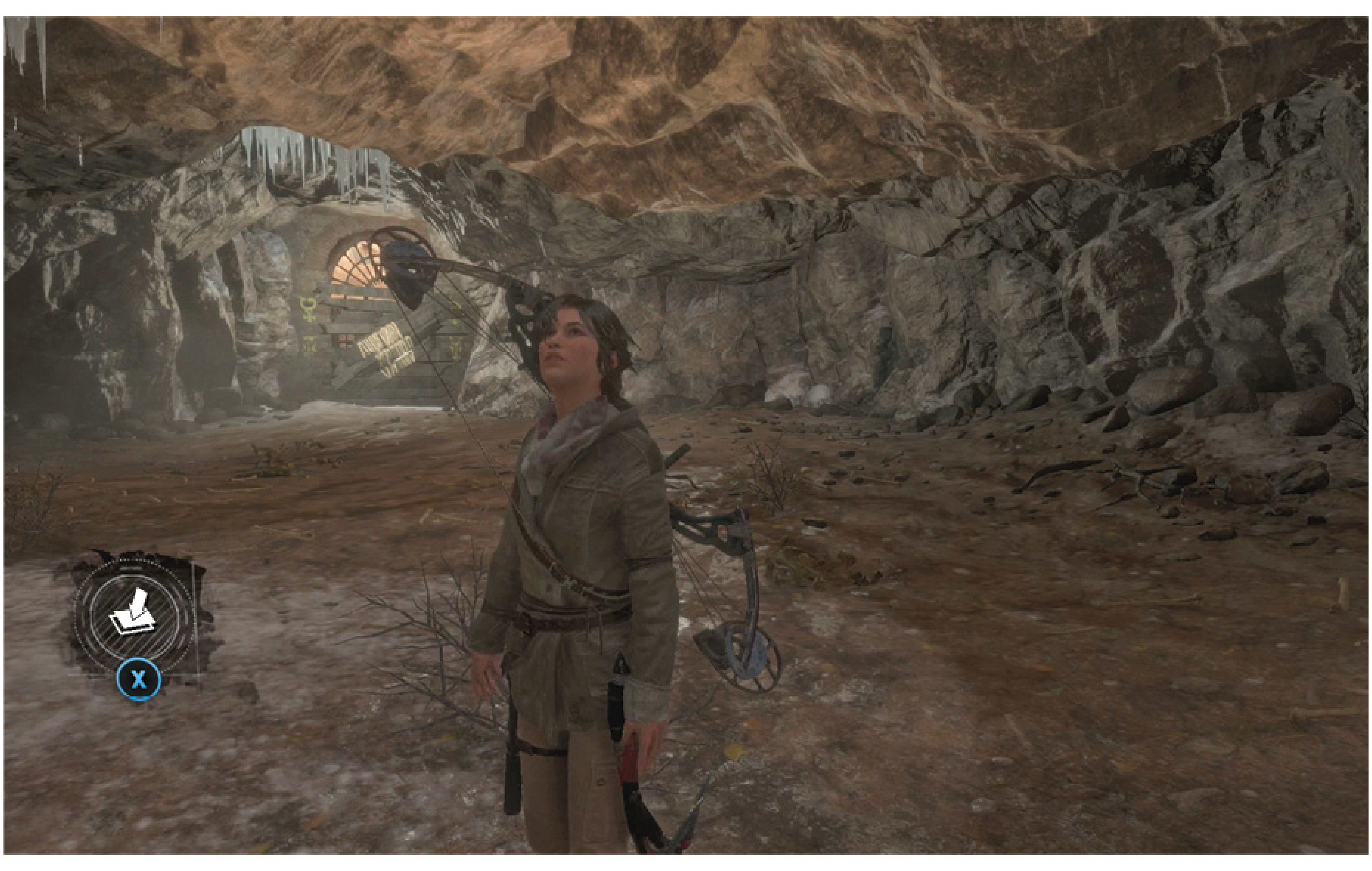


091 SW of Copper mill Bridge Camp: A **Survival Cache** is buried nearby the camp, along the wall, next to some white barrels.

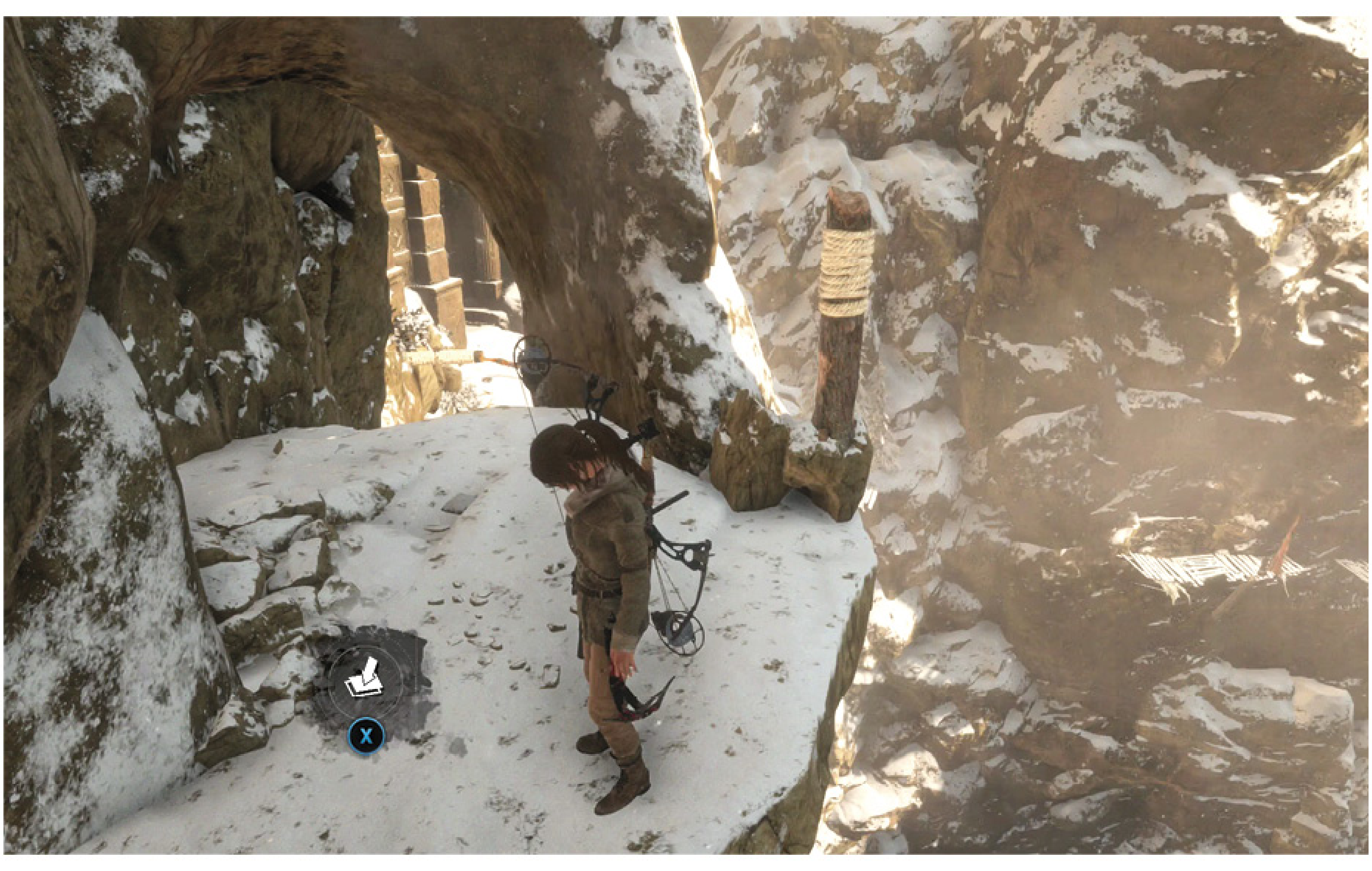


Soviet Installation

Frozen Gorge base camp



092 Before breaking the roped off entrance to the Tomb, search the middle of the cave for a **Coin Cache**.



093 Shortly after leaving base camp and completing the initial jumps and climbing to get to the ledges, look for a rope post jutting out of the cliff with an orange flag fluttering off of it and a wooden log crossing the gorge. Before using the log, jump up to an alcove with an upright rope post and a **Survival Cache**. Items found inside the Tomb are not shown on the map.

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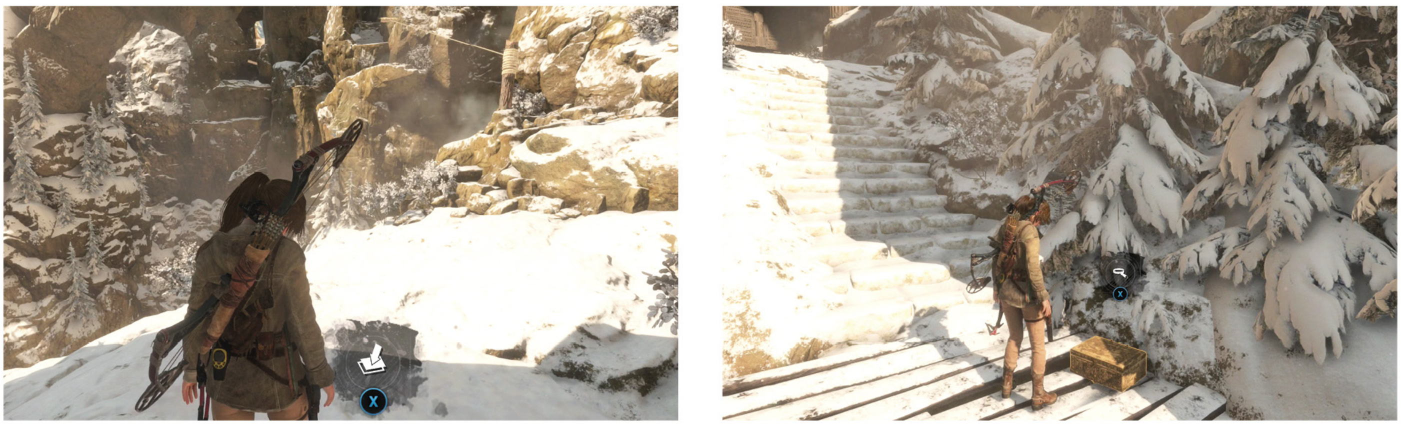
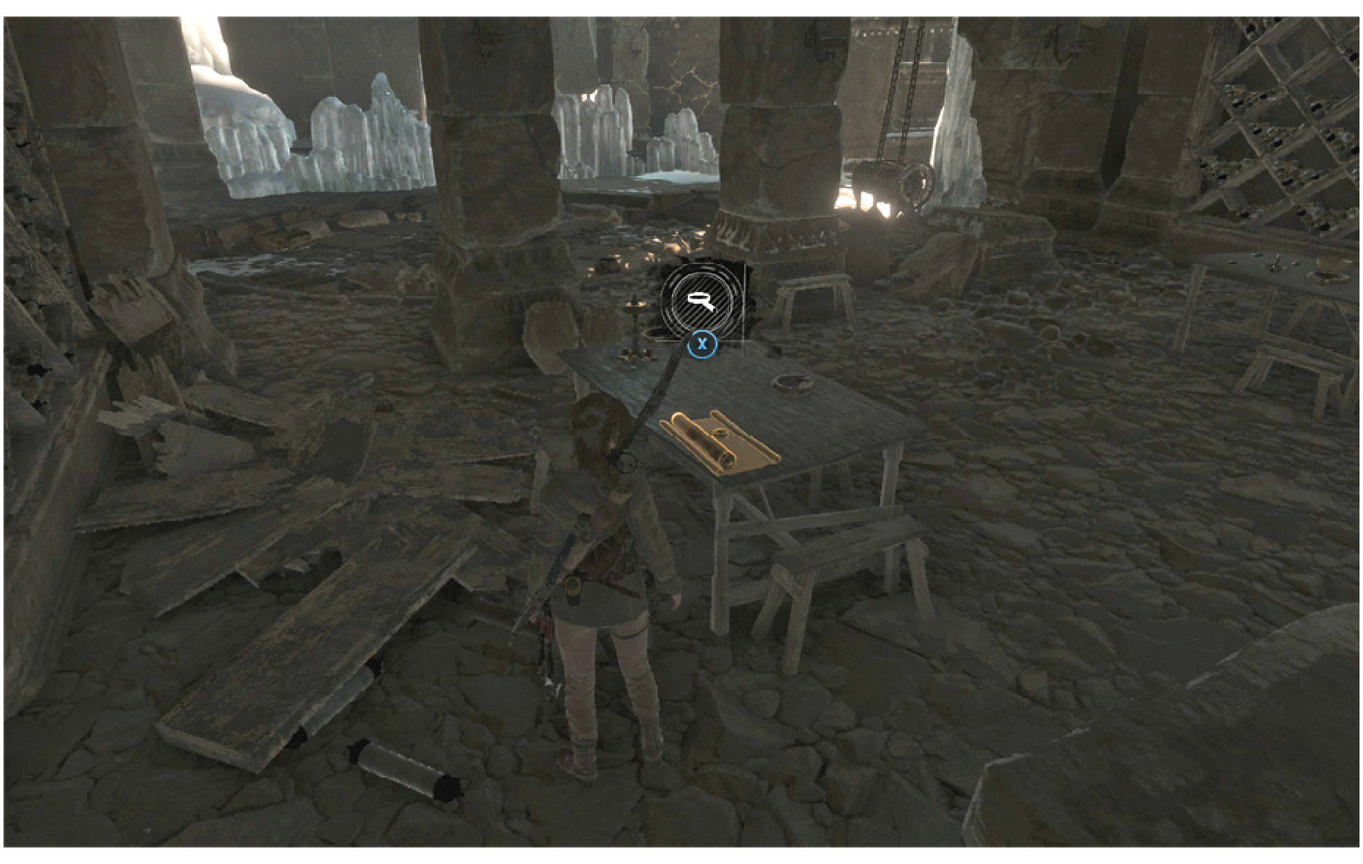
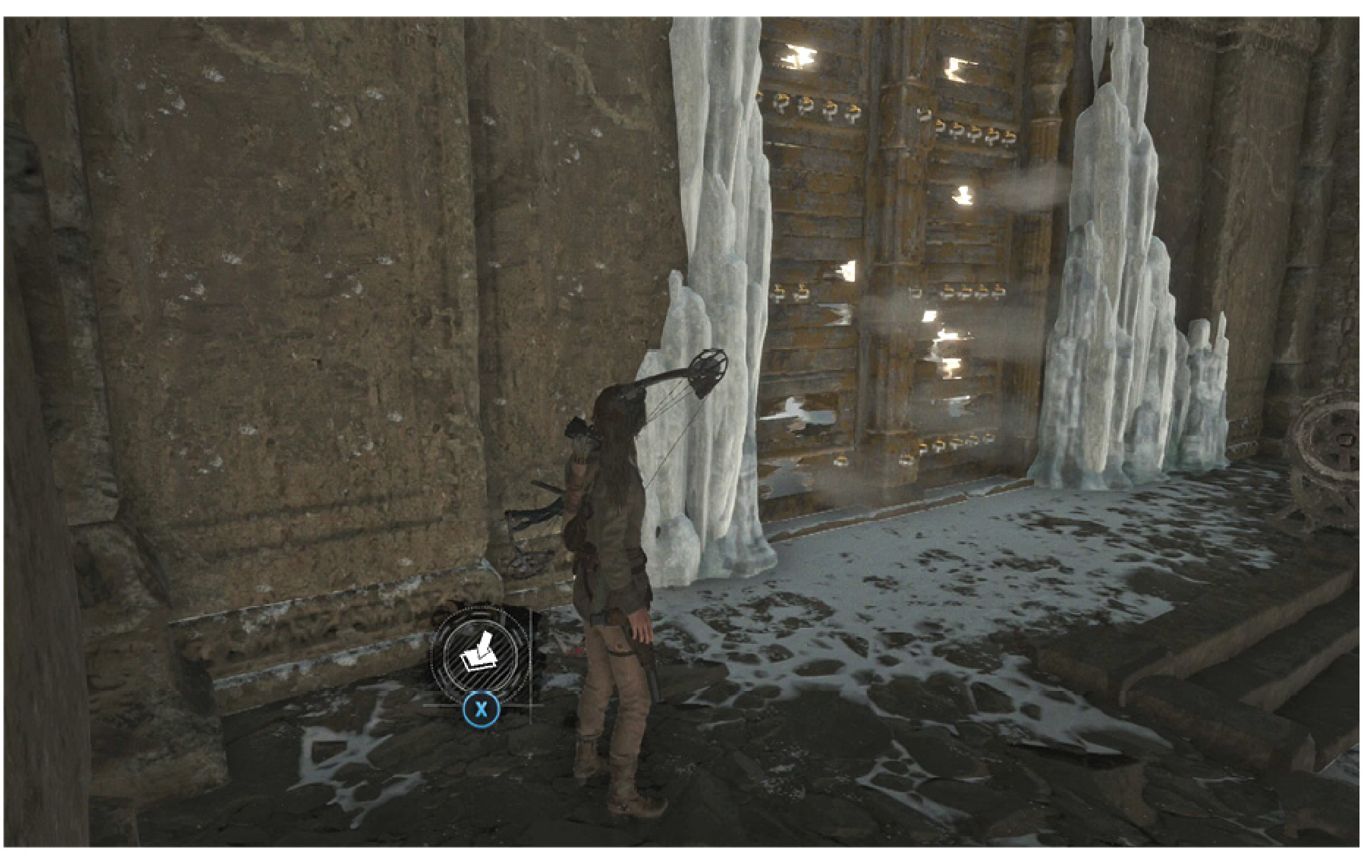
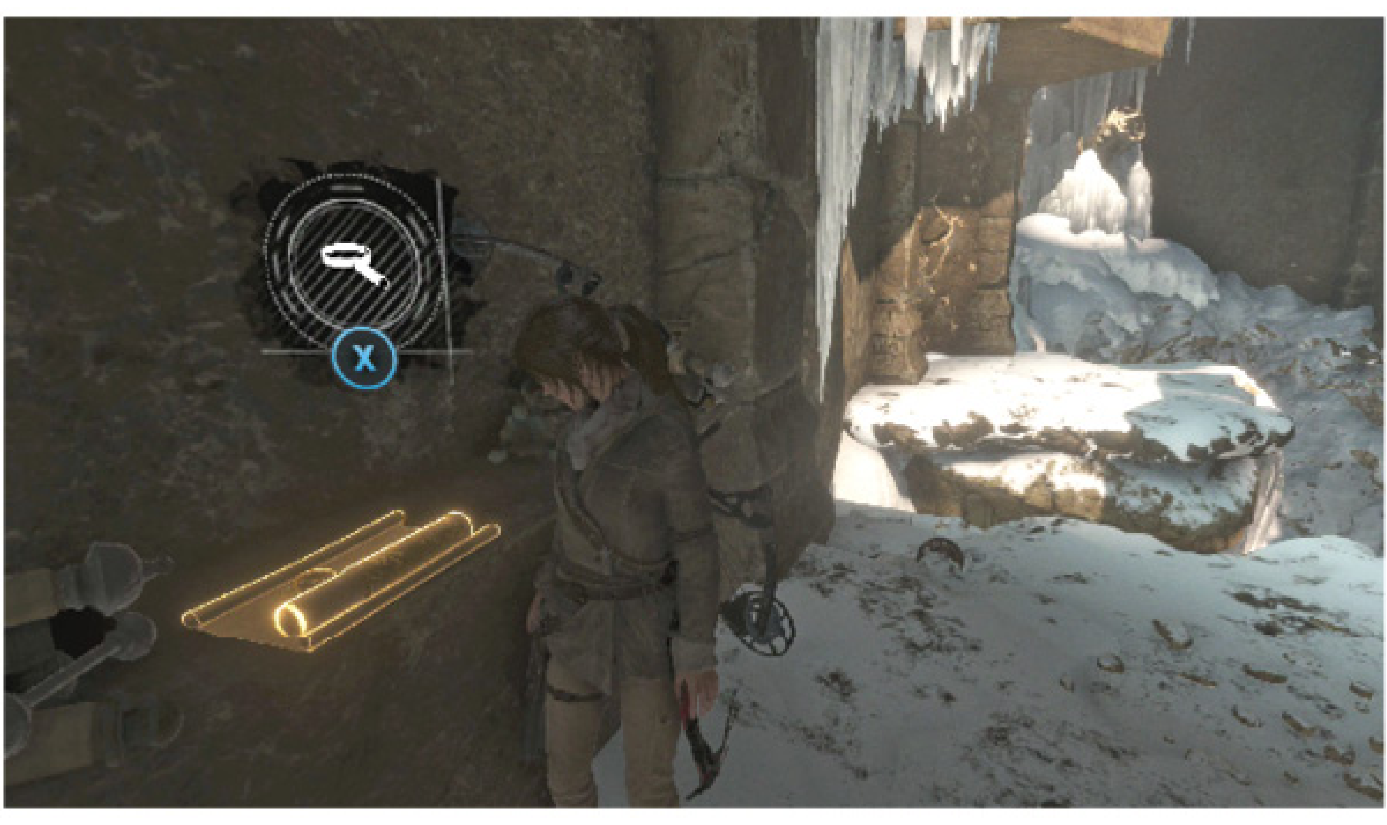


094 **095** A **Survival Cache** is buried close to an Explorer Satchel, shortly after climbing back up from the falling wooden log. Once you grab it, walk down the stairs for a **Relic**.

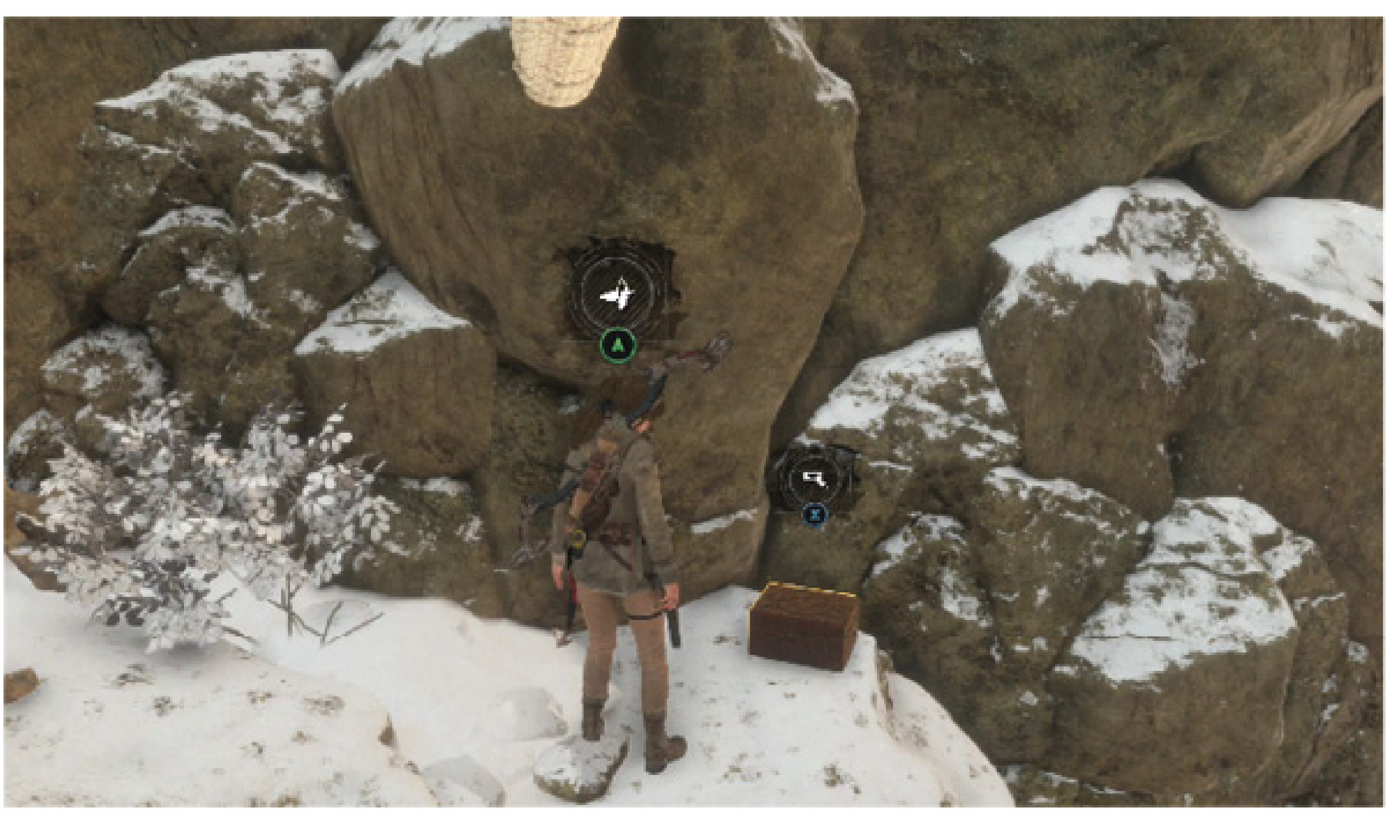




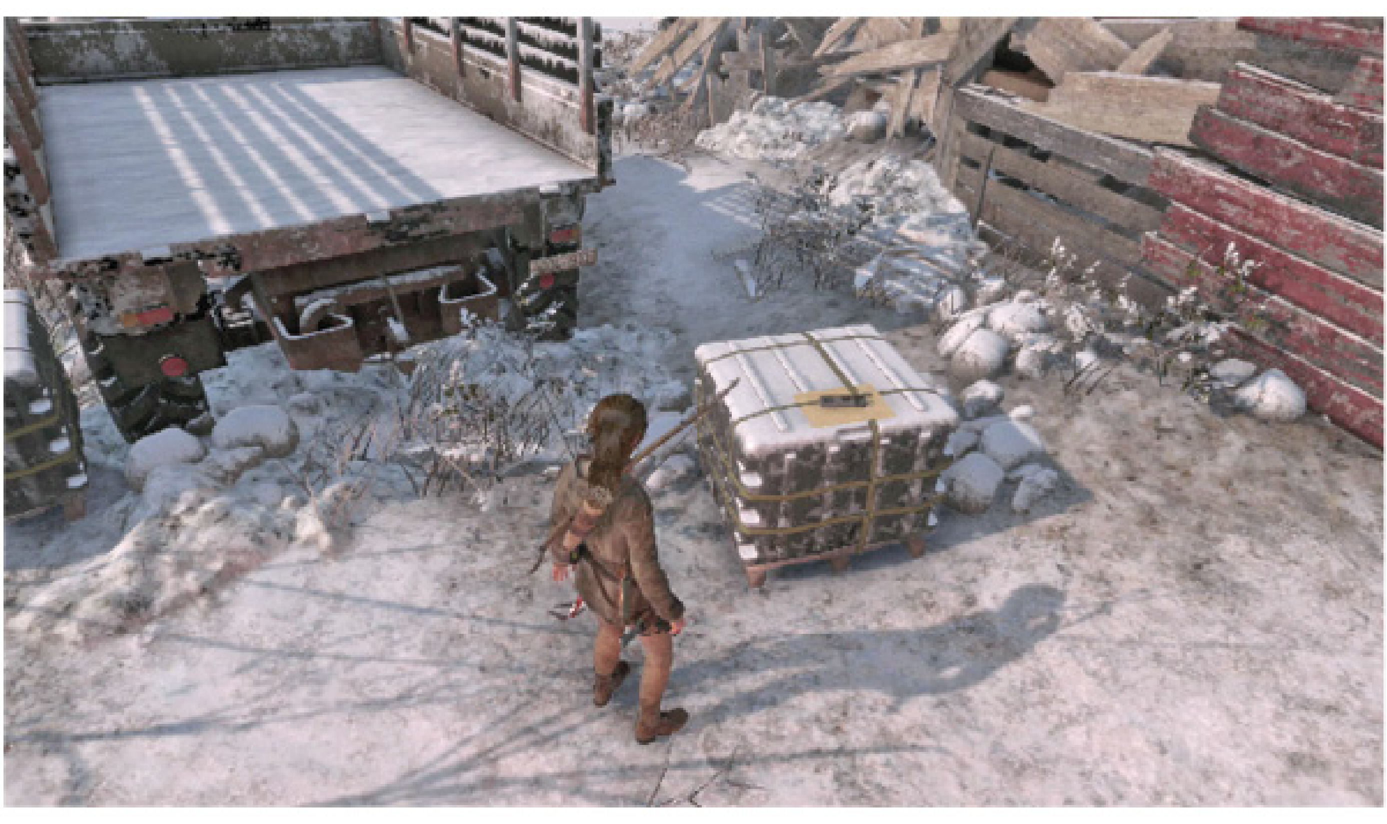
096 **097** The first room of the Tomb contains a **Document** sitting on the table, and a **Survival Cache** buried against the wall by the broken door.



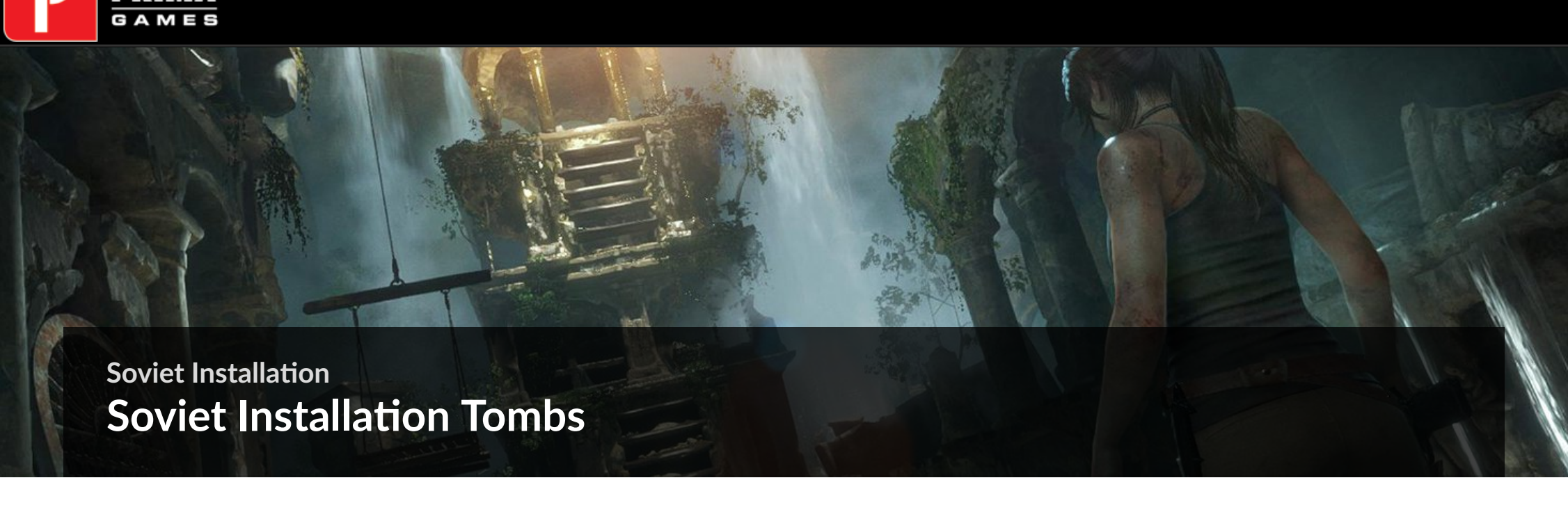
098 The next room (after closing the initial door and using it to climb on) has a **Document** along the wall.



099 On the way back to the base camp, grab the **Relic** sitting next to the rope post.



100 When you leave Frozen Gorge: Return to Copper Mill Bridge Base Camp and search for a **Document** on a large crate. It's close to the camp site.

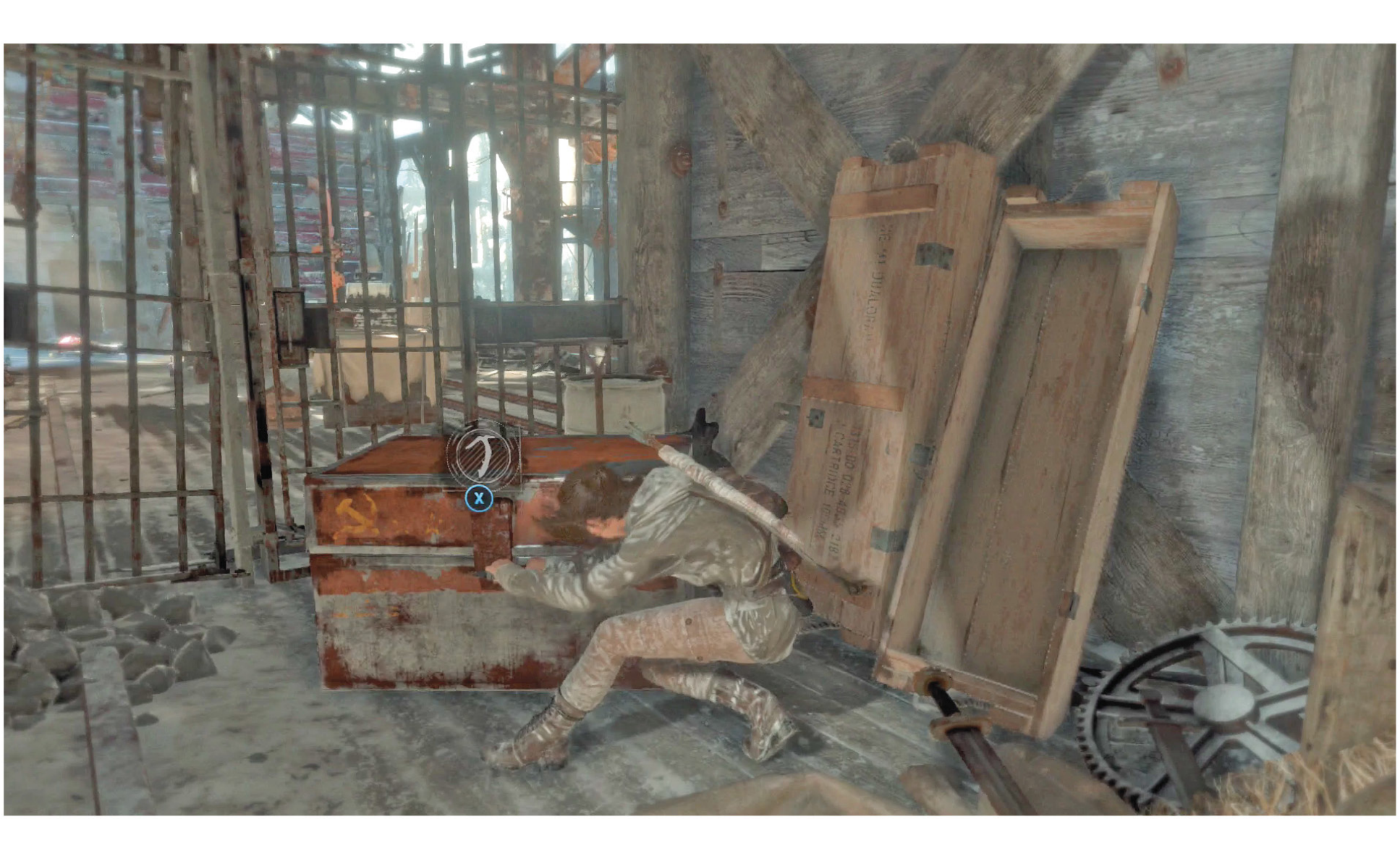


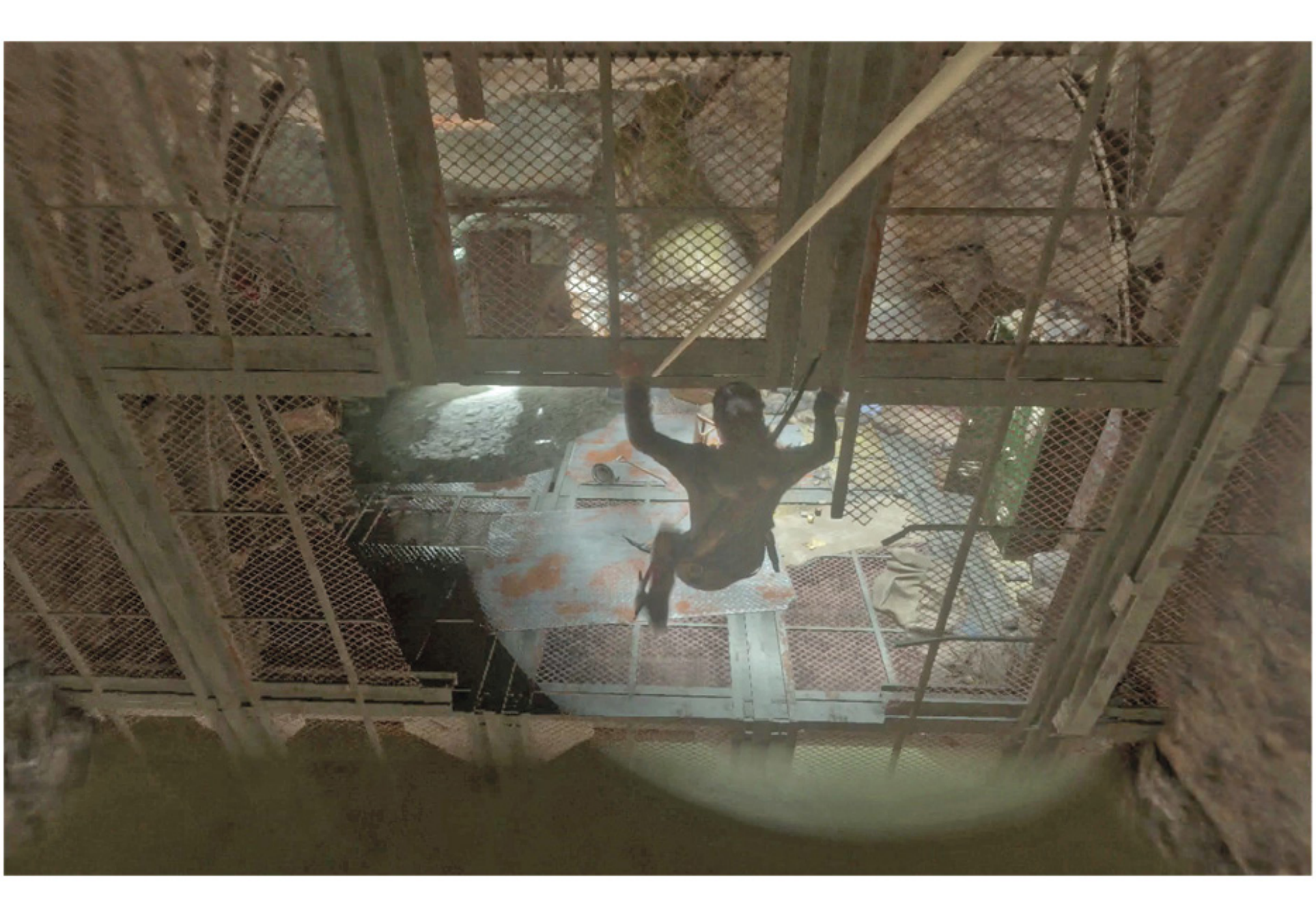
Soviet Installation

Soviet Installation Tombs

THE RED MINE

While climbing the old copper mine building, you get to a section where Lara learns how to make Molotov Cocktails. To reach this Tomb, finish that area, climb a small ramp, and then jump to a ledge that is behind your position. Vault from there over a gap and to the higher floor of the building you just cleared. You should drop into the locked area below to get piles of ammo, Salvage, and a Strongbox as well. This one has a Submachine Gun component. So nice.





Use a console on the far side of the locked area to open a heavy door. You now have access to the copper mine. Walk down the main tunnel, and look for an Archivist Map on the left, just before the junction.

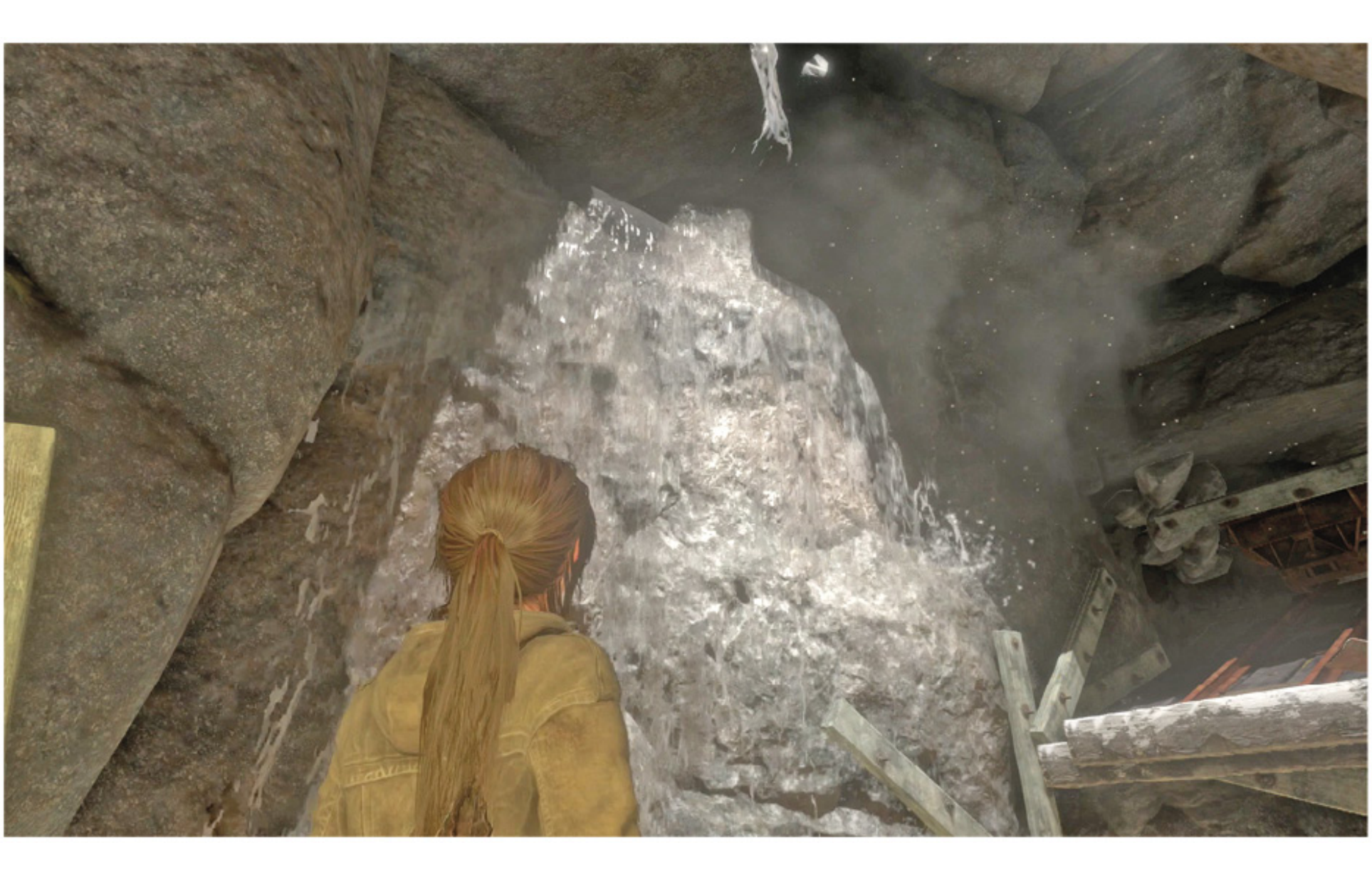
The right path after the junction has minor items. The left route leads deeper into the mines. You have to watch your step at the end of the path, because everything gives way. To cross the divide, leap toward a zip line. A bright, white section of the rope is what you need to aim for. The line is too far away to reach if you go for another section of it.

If you fall into the sluice below, look for dry land. Climb up onto it and make your way back to the top of the room. It takes a moment, but Lara should survive the fall without any problems.

Zip to the bottom when you can, and swim through the befouled lower mines. The path is linear for a short time, and it takes you to a blocked cave in. Use a nearby Bottle as a Molotov to burn through some of the obstruction, and slip under the rocks afterward.

You reach a small gap with a platform on the other side. To the left is a lovely waterfall, and below is a nasty drop. Jump forward and try to grab the platform, but don't freak out if Lara ends up taking a bit of a plunge. Things around here haven't been maintained very well for a LONG time.

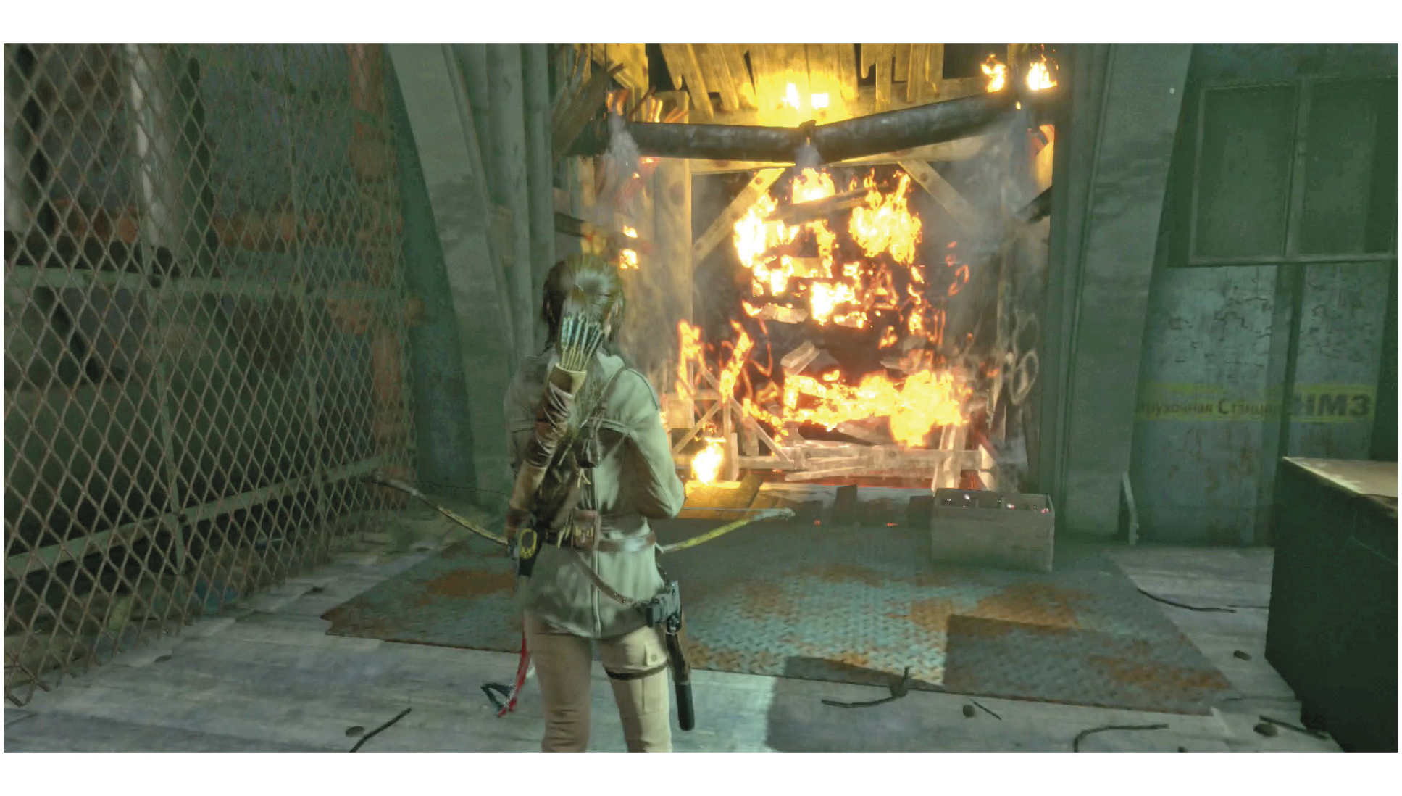
You end up far below. Search for crafting items while you descend, and continue until you reach a room with many Bottles and crates. Get the crafting items you can there, and pick up a Relic from the desk.

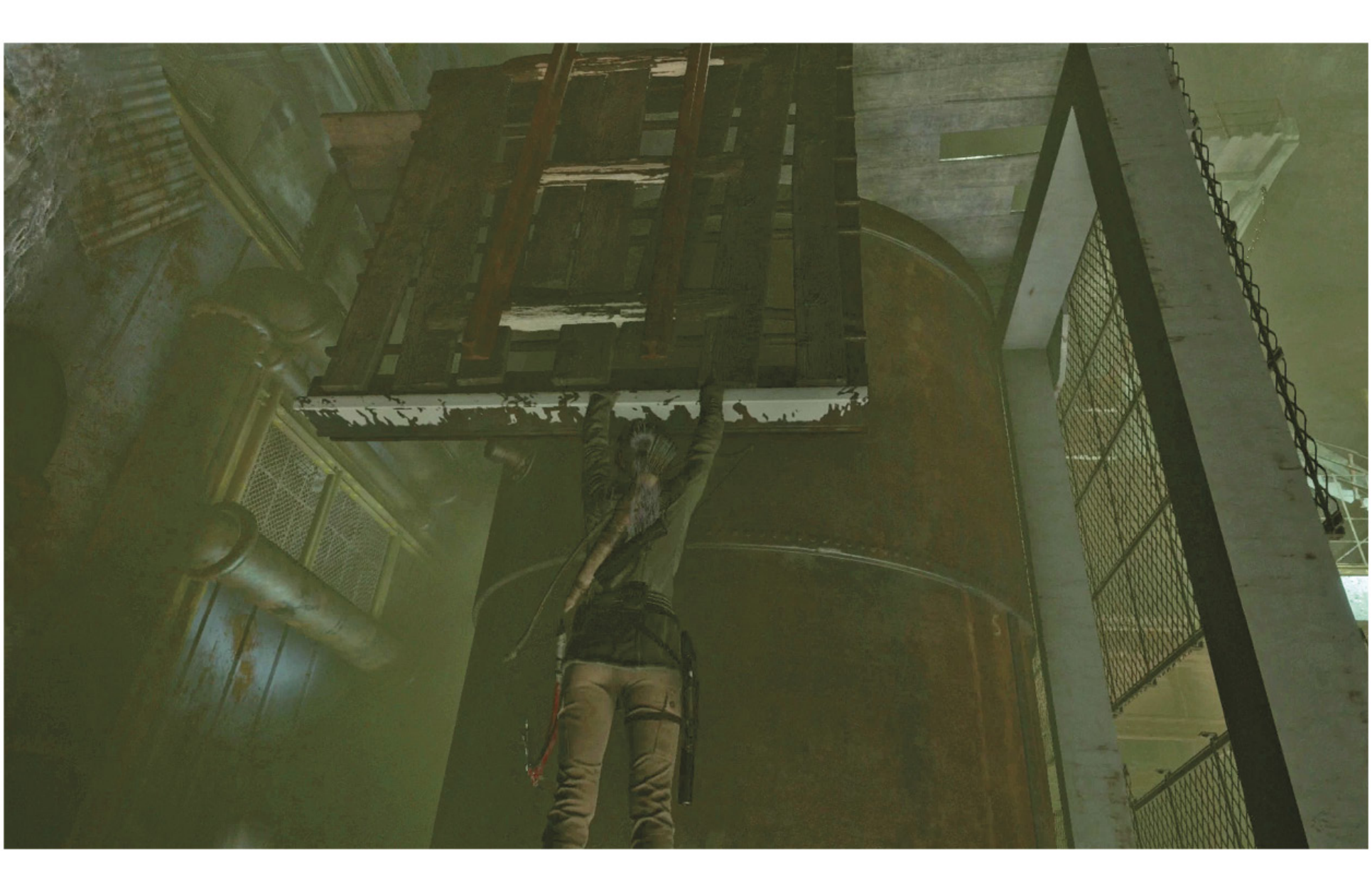


Another waterfall prevents you from destroying the cloth barrier ahead. It looks like you need to figure out a way to turn off the water before you try to torch everything. That's the intuitive answer, right?

But no, that isn't the trick at all. You can throw a Molotov over the burst water pipes and still have the flames fall down onto the cloth below. A simple but effective solution, eh?

Jump through the water and survey the open cavern beyond. Turn left to continue, and jump to a dark corridor. Descend while searching for goodies. A Document (Resistance) is hidden to the left, in a small hallway. Use your Survival Instinct to see, if it's too dark for you, and do the same thing to find an Explorer's Satchel along the main tunnel.





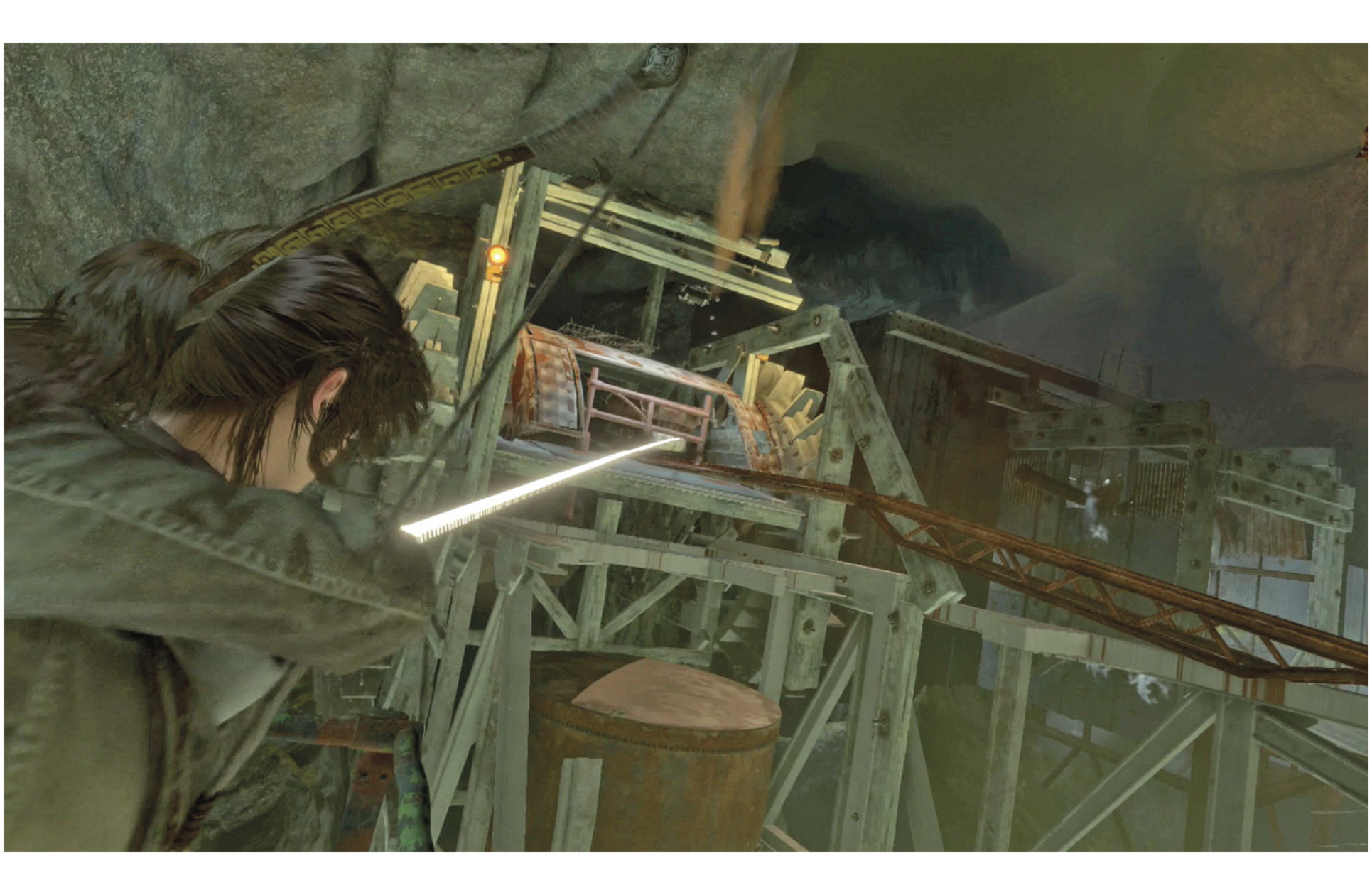
The corridor comes back into the central cavern, and you stumble into a Base Camp (Excavation Shaft). Rest as long as you like, but continue into the mine when you're ready. Jump across to a small platform that breaks when you land. Hold on tight, and then climb up to the top of it.

There is a waterfall to the left that prevents you from igniting some cloth. Ignore this for now, but we'll come back to this soon.

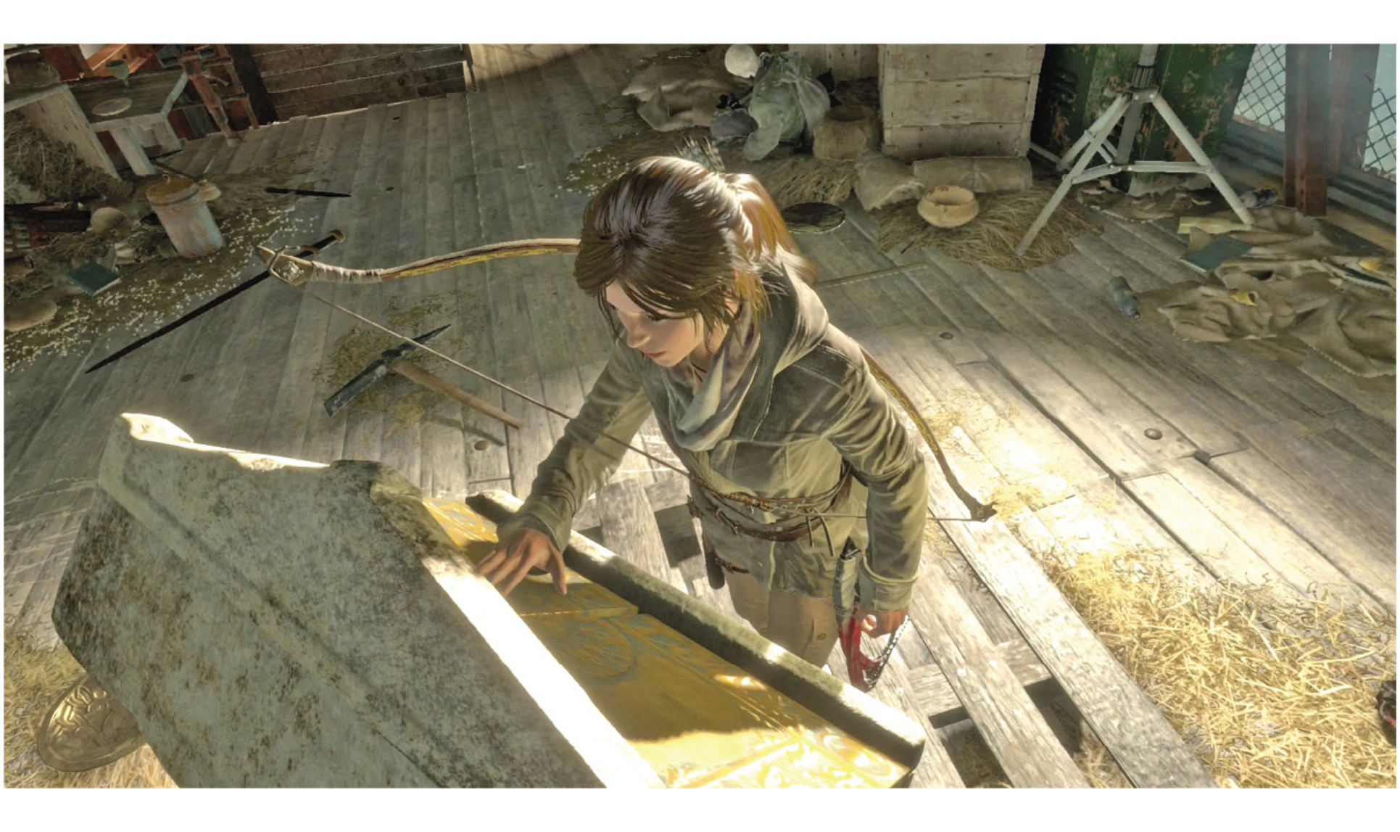
Cross the gaps and take the ramp to a higher platform. Search up there for a Relic. The building ahead also has a Document.

From the outside platform, jump onto a container of ore that is within reach. Lara's weight causes the system to shift, and the mine carts above move down their track. This blocks off the water in the lower area, but only for a moment. Trigger a second Mine cart to come back the tracks by shooting at its Rope front either from the platform next to the ore container, or by climbing to the top of the area and searching for the Rope using your Survival Instinct. Either way, the cart comes out once you shoot its Rope. It comes to rest against the ore container for now.

Take a second to climb the ramps again, but turn around and vault over to the rooftops on the other side of the platform. There is a small overhang that allows you to do this. You find a Mural over there.



To complete this puzzle, you have to block the water on a long-term basis. After examining the Mural, climb onto the main building's rooftop and walk along it until you find a Rope. Use that Rope to connect the mine cart with this building. Return to the ore container, jump onto it, and watch the cart smash into the building because it's connected via your Rope.

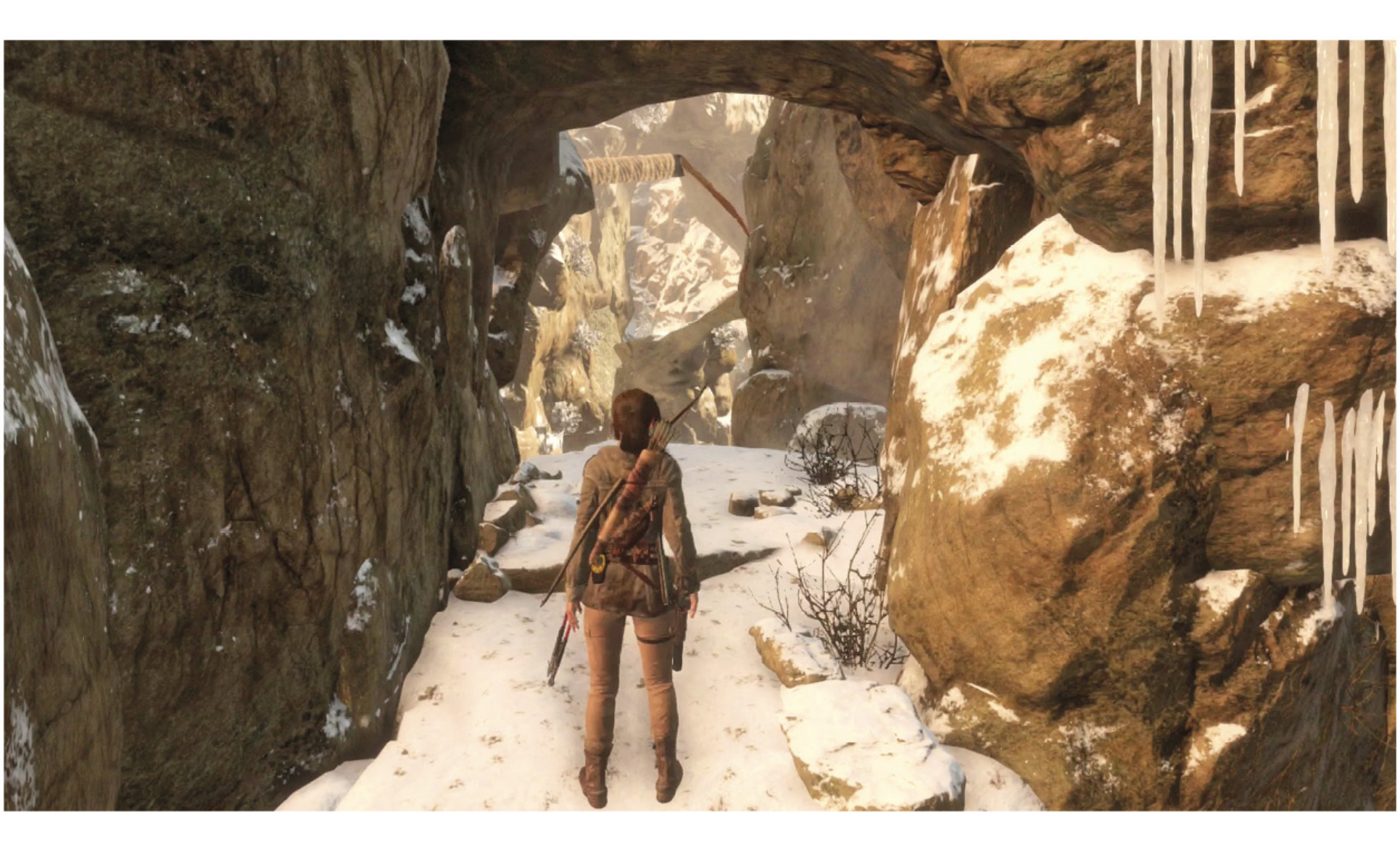


Make a Molotov, burn the sheets, and finally you can get into the building. Search everywhere to get some Coins, minor items, and then a Codex. You learn another new skill from this (Bright Eyes)! This causes traps to glow when you're near them.

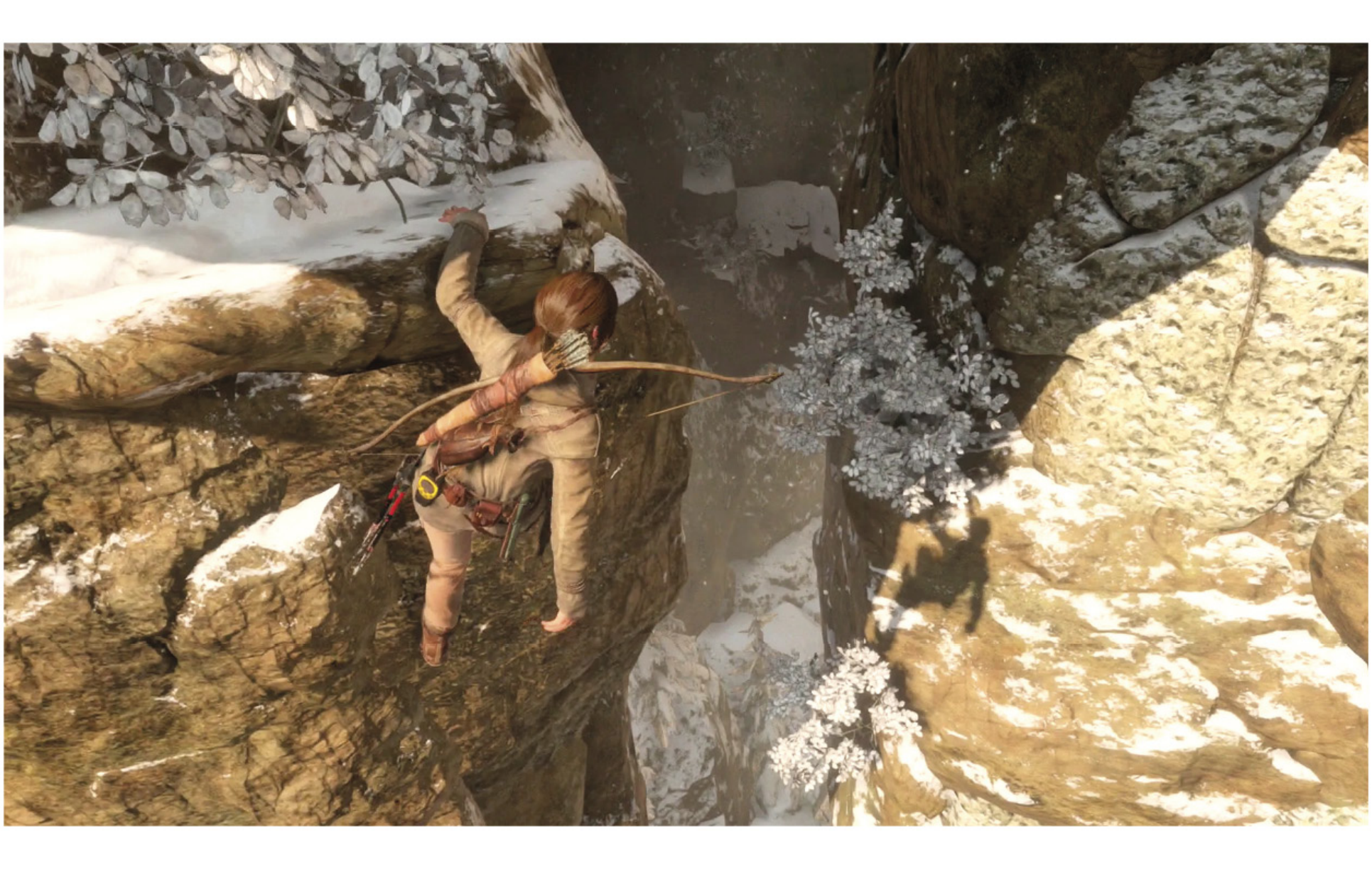
A massive shaft takes you out of the Tomb and back to the earlier tunnels of the copper mine. Search for a few free Coins in the next room, and look at the ground on the eastern wall for a Survival Cache as well.

Go to one of your Base Camps and start yourself back at the beginning of the copper mill.

VOICE OF GOD

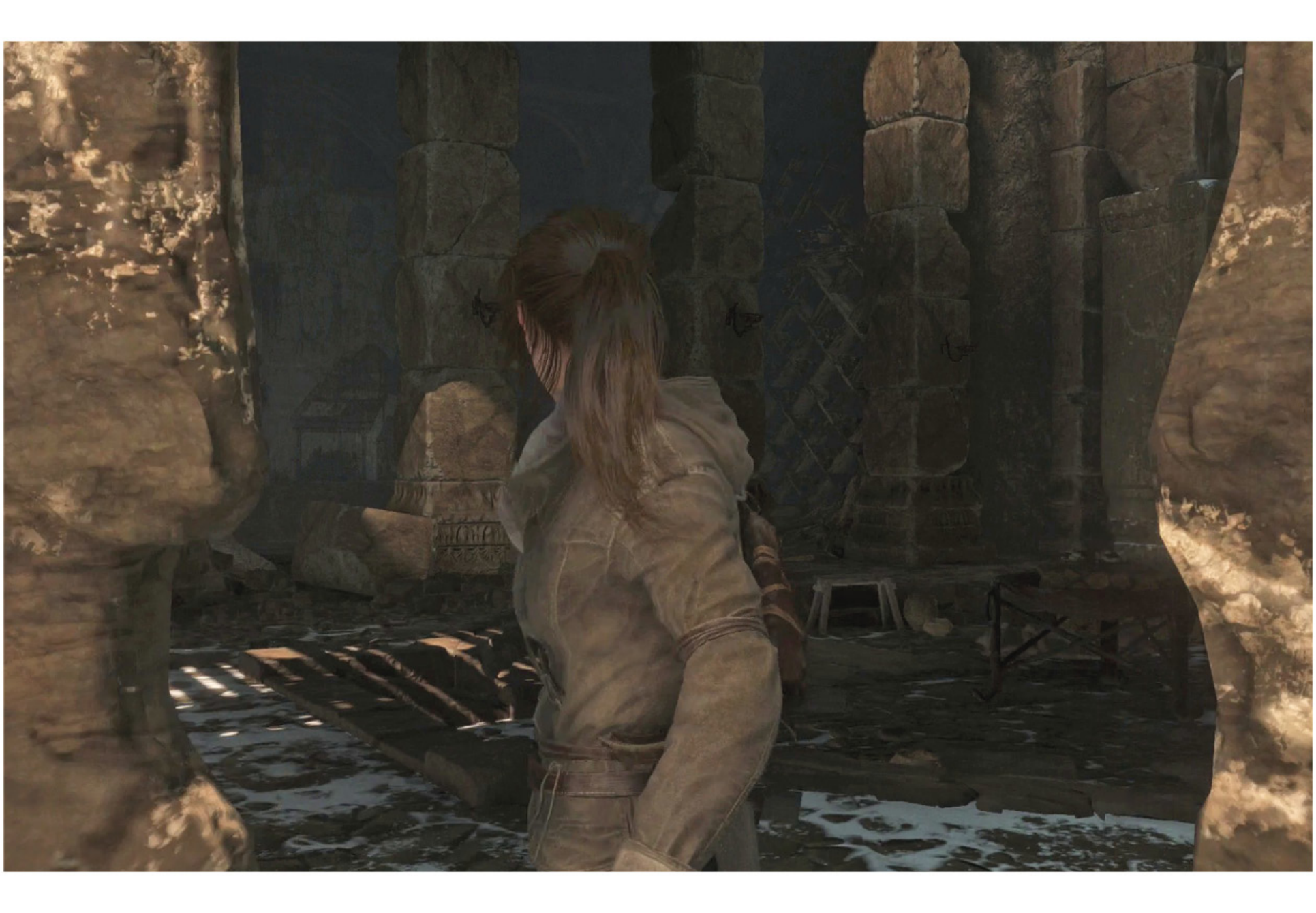


Search the eastern edge of the map for a Cave entrance. Descend and search the Cave for an entrance that is blocked by wood and Ropes. There is a Tomb behind there, but you cannot access it until Lara finds a Rope that she can use with her Bow.



When you have that, return here and use the Rope to break open the entrance. Go inside, grab the new Base Camp (Frozen Gorge) that is a few steps inside, and then proceed through a few tough jumps as you advance. The path soon has an upper area to your left, but it doesn't seem to lead anywhere. There is a Rope Post, but you can't create a zip line from there because it's over your head. Oh well, nothing to see here.

Don't give up just yet. Drop back down to the platform below but look along the small ledge to the right. There are handholds and climbable rocks in that direction. The means you're still in business.



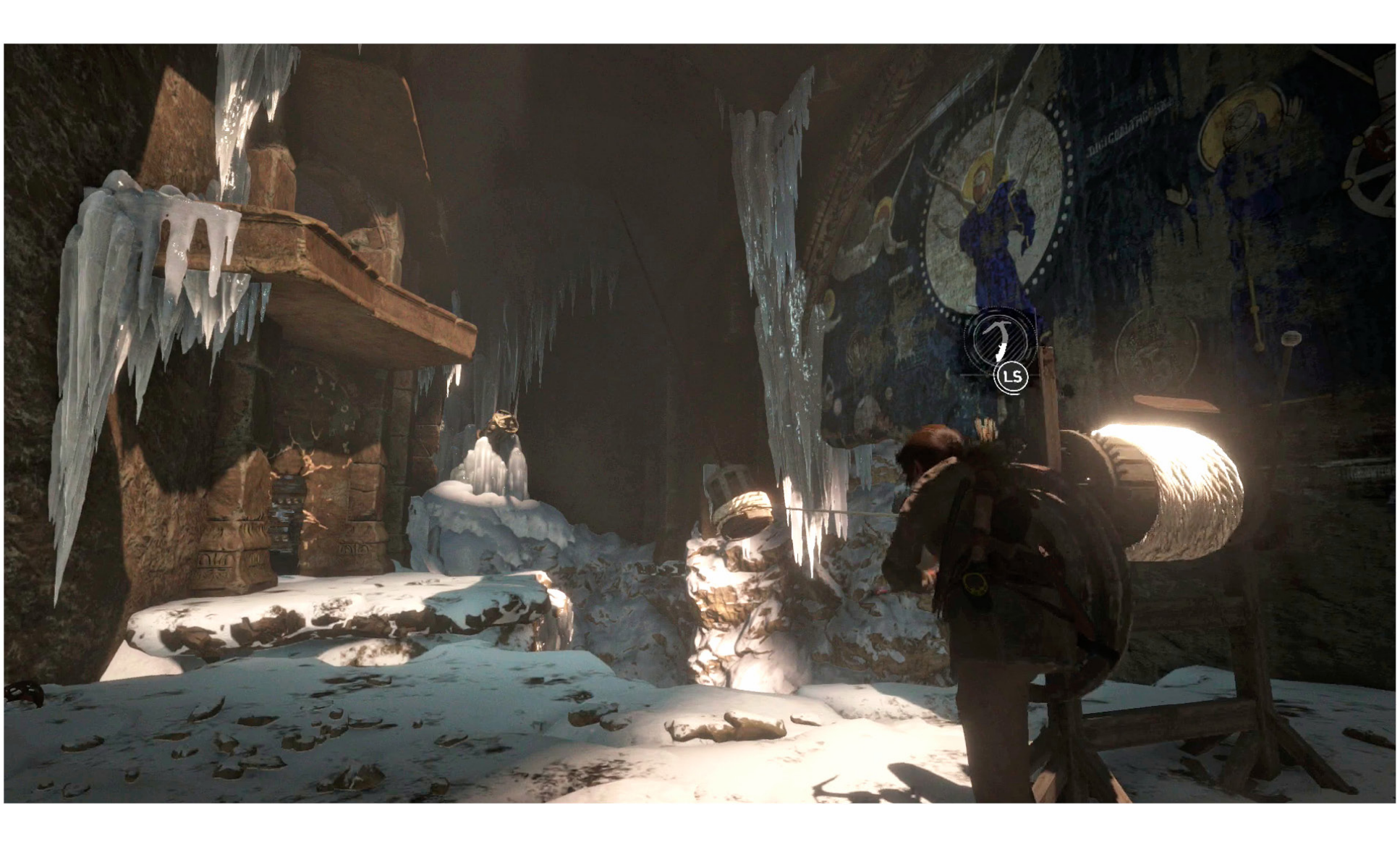
Take the path all the way through that area. The jumps are tough, but at least you don't have any enemies to worry about. After several minutes, you get to a larger landing in front of a building that has been hewn out of the mountain. Stop for a moment to search everywhere nearby.

There is an Explorer's Satchel at the place where you land, after finishing the tough jumping and climbing area. This reveals several Survival Caches. Get the first one a couple feet away.

Then, search the far wall of the platform for a Relic.

Inside, look at the room on the left for an Archivist Map and a Document. You also find another Survival Cache in the main building area.

To beat this Tomb, you now have a puzzle in front of you. The gate that blocks off the Codex is controlled by a counterweight. You can see it on the right, from the entrance. But the one you need has been frozen into the ice.



Luckily, the counterweight for the front door still works. Use the crank to lower it all the way down. Then, climb up and into the next room (above and on the right). Drop down to get a Document.

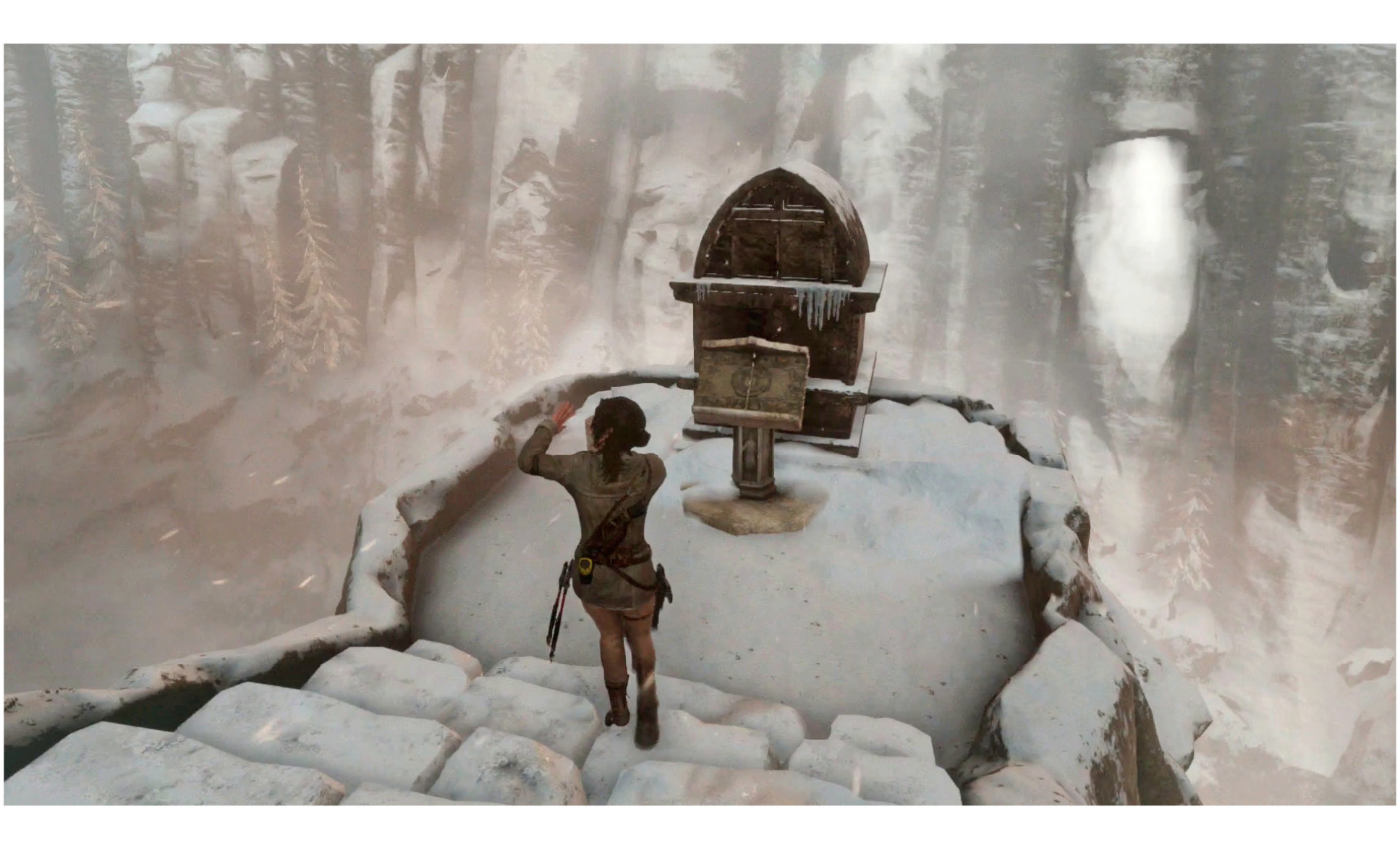
Another crank is there. Use that to attach a Rope to the closer counterweight. Crank the weight as far toward you as it can go, and then wait for the winds to come. As soon as they start to blow heavily, cut the Rope or release it using the mechanism on the right side of the crank. The weight is blown into the ice wall, freeing its sister.

Break through a damaged wall to get back into the main room. Raise the second gate and walk out to get the Codex. The view is amazing out there, but even looking at it might give you frostbite.

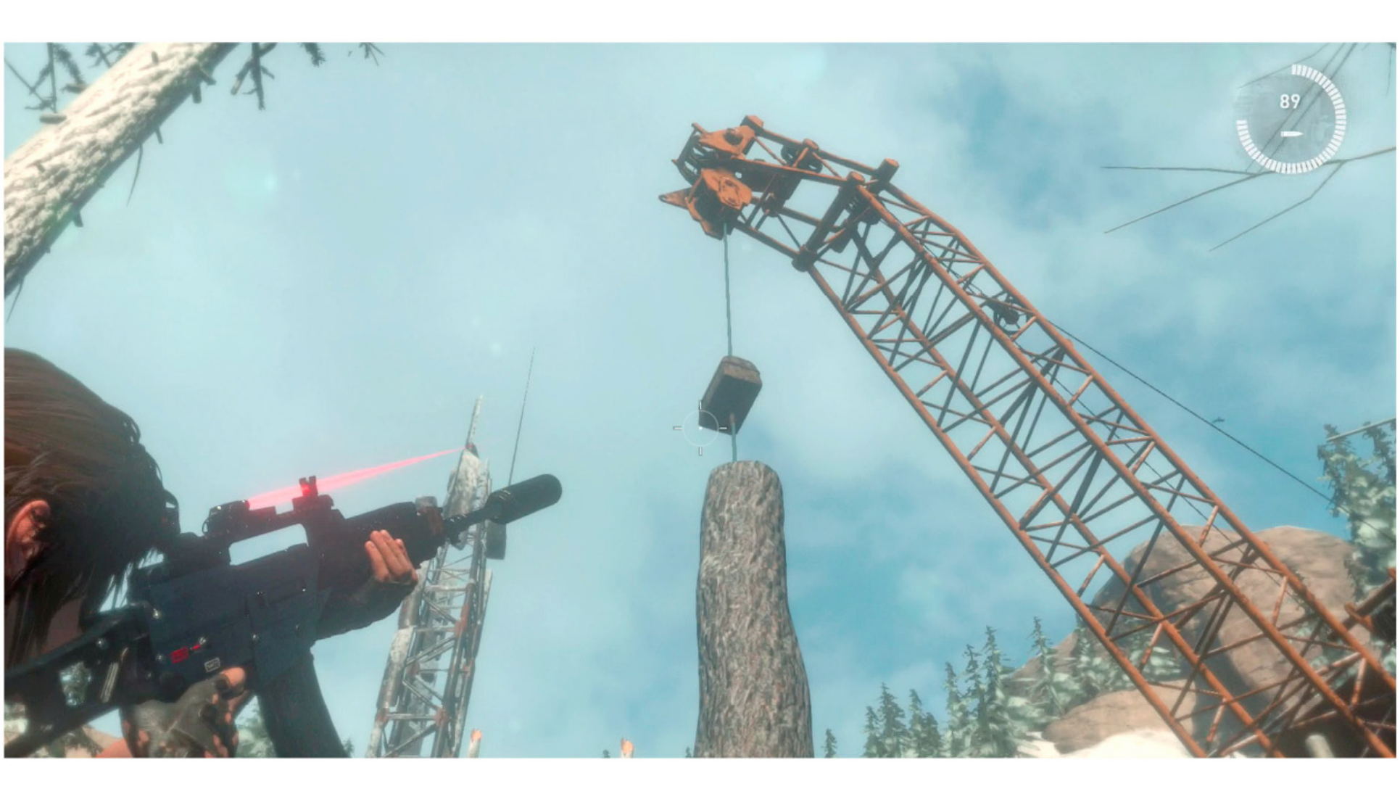
This Codex gives you Inner Strength. Lara now gets a sudden boost of health the first time she reaches low health during each encounter. This ability is supremely useful when dealing with tougher fights.

Leave the building and use a Rope on the large rock ledge to create a zip line. Climb it, and repeat this at another Rope Post. The last Survival Cache is up there, close to the Post.

Zip down and look for a Relic at the bottom of the zip line. You now have all of the treasures from this area. Make a final line to get back to the starting point of the Tomb, and make your way out.

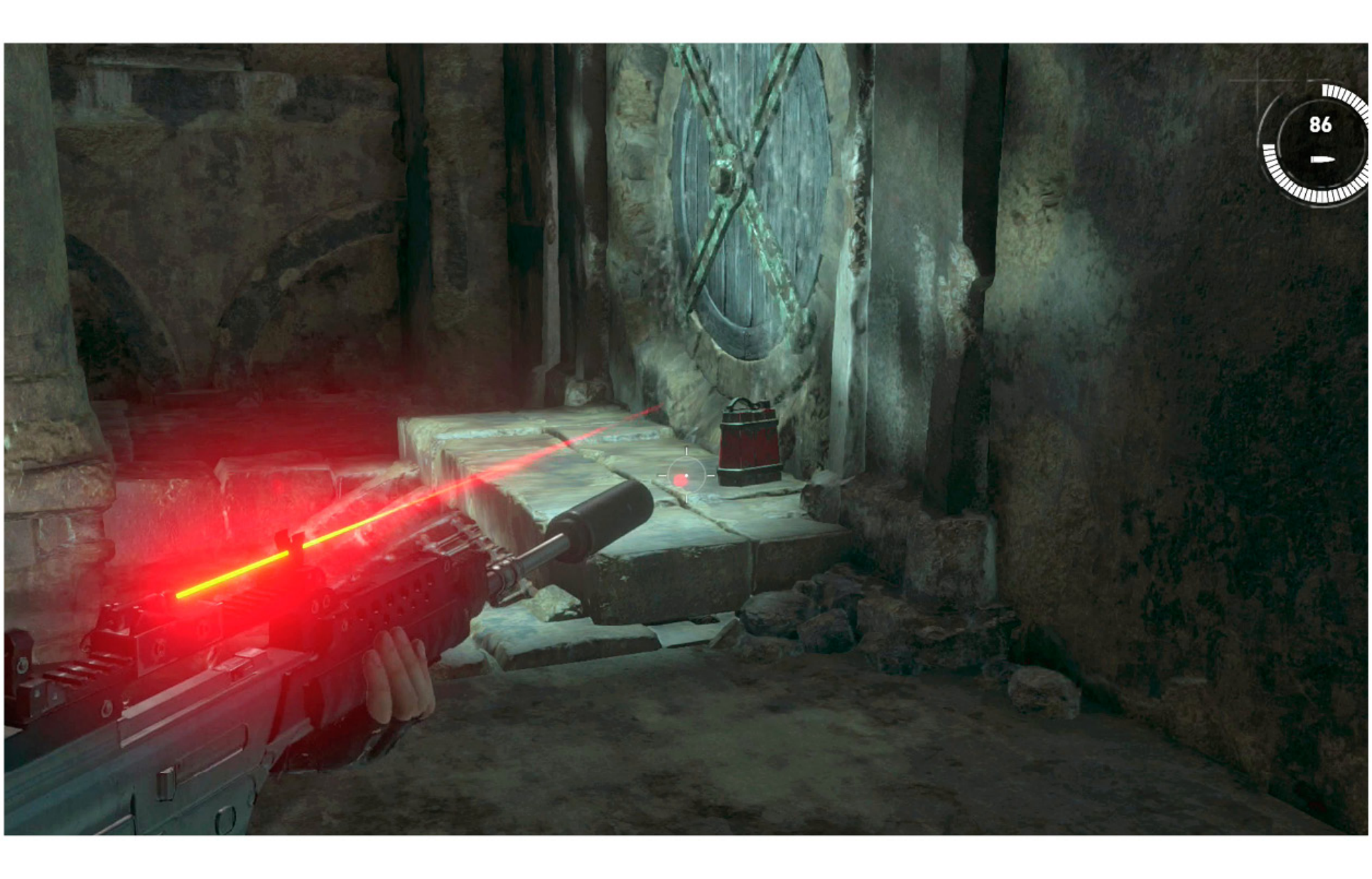


ANCIENT CISTERN



Go to the lumber mill and look along the ground northeast of the building. There is a hole in the ground that is boarded up. Shoot a wooden block that is holding up a huge log above that hole to smash through the barricade.

This lets you get down into a cavern. There is a Mural in the darkness of that cavern, and there is also the entrance to a Tomb. Go into the Tomb and search for a Relic inside the first tunnel.



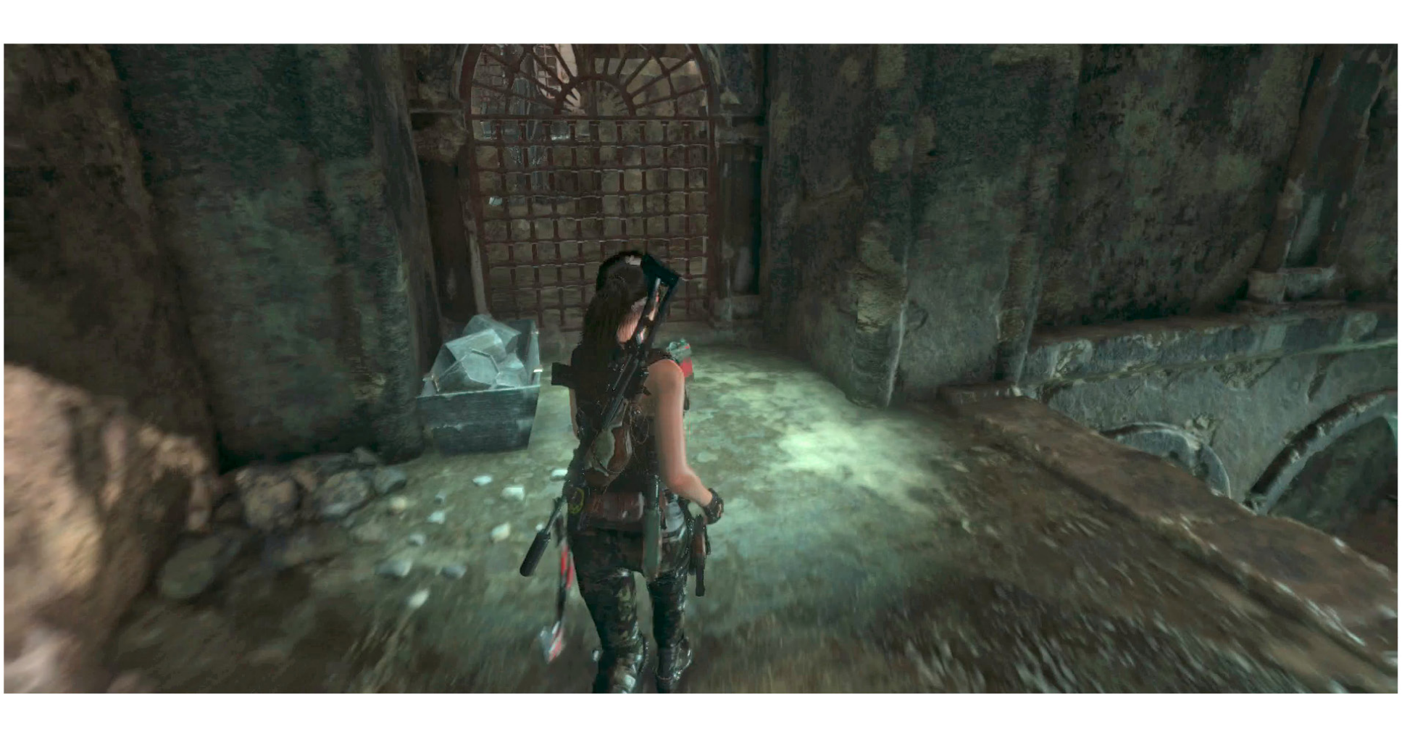
You come to a chasm. Jump to the right and use your Axes to climb down and right along two rockfaces. Jump to safety at the end and slide down to a lower chamber. There is another Relic in there.

Your next step is to walk through a small room and jump onto a hanging beam above a pool of water. This exposes some gearwork below. Do not drop off of the beam until the spinning gears give you an opening; falling into the gears is slightly fatal.

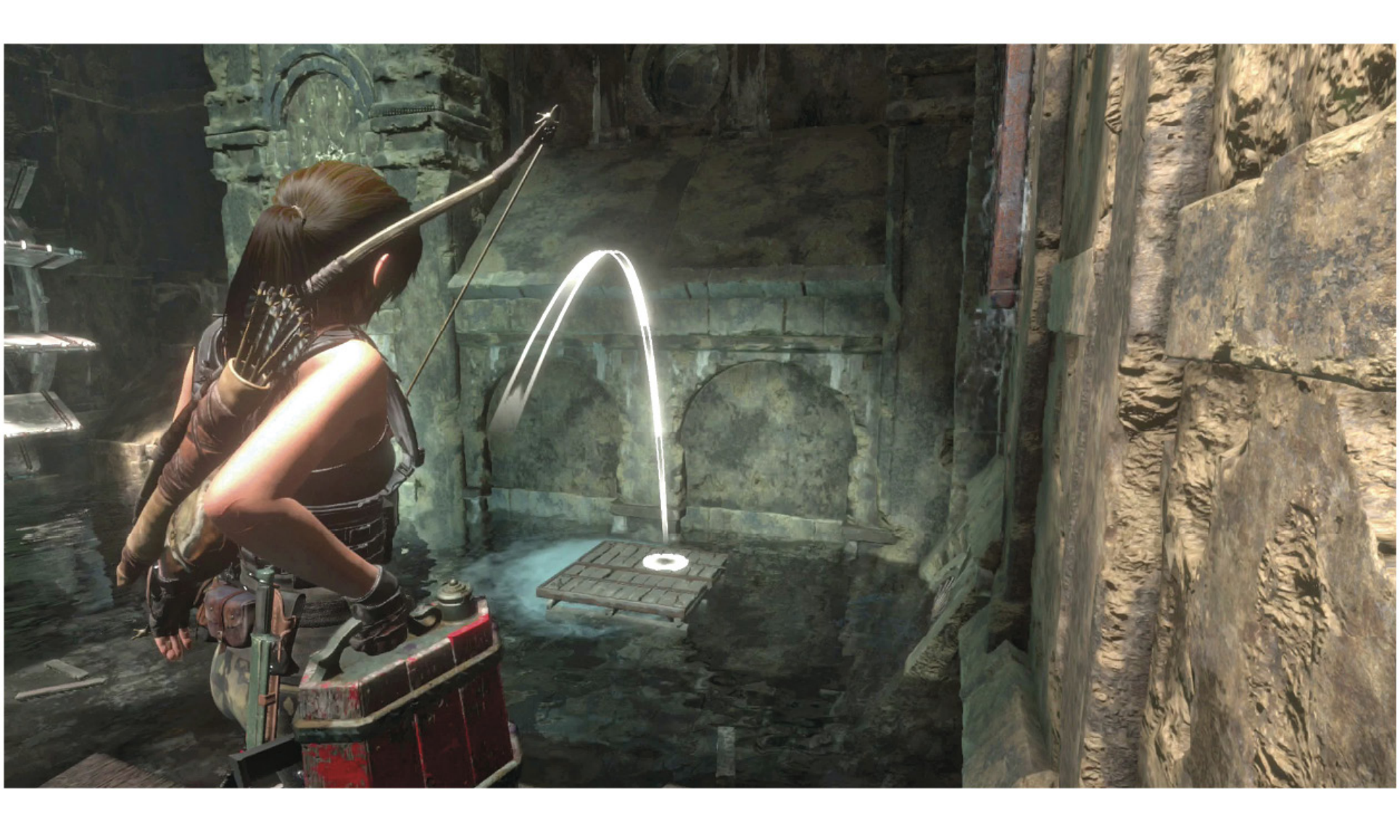
Drop to the bottom of the shaft and look around. Swim over to another hallway, beside you, and take that around the bend toward another room. You see a sealed hatch ahead of Lara, but there is a red canister of gasoline next to it. Shoot the canister to blow open the hatch so that you can proceed.

You quickly arrive at the Cistern Cavern Base Camp. Follow the corridor down to the main cistern. Bridges take you most of the way to the Codex, and one easy jump gets you. Well, actually, it gets you nothing. The handholds break and Lara is unceremoniously dumped into the water. You will have to do this one the hard way after all.

To beat this puzzle you have to raise the water level three times. For each, there is a hatch that has to be blown open. The first is in a room on the far side of the cistern. Swim over to that one. It is sealed, but another canister is on a ledge close at hand. Pick it up, move the canister to the hatch, and then blow it up from a safe distance.

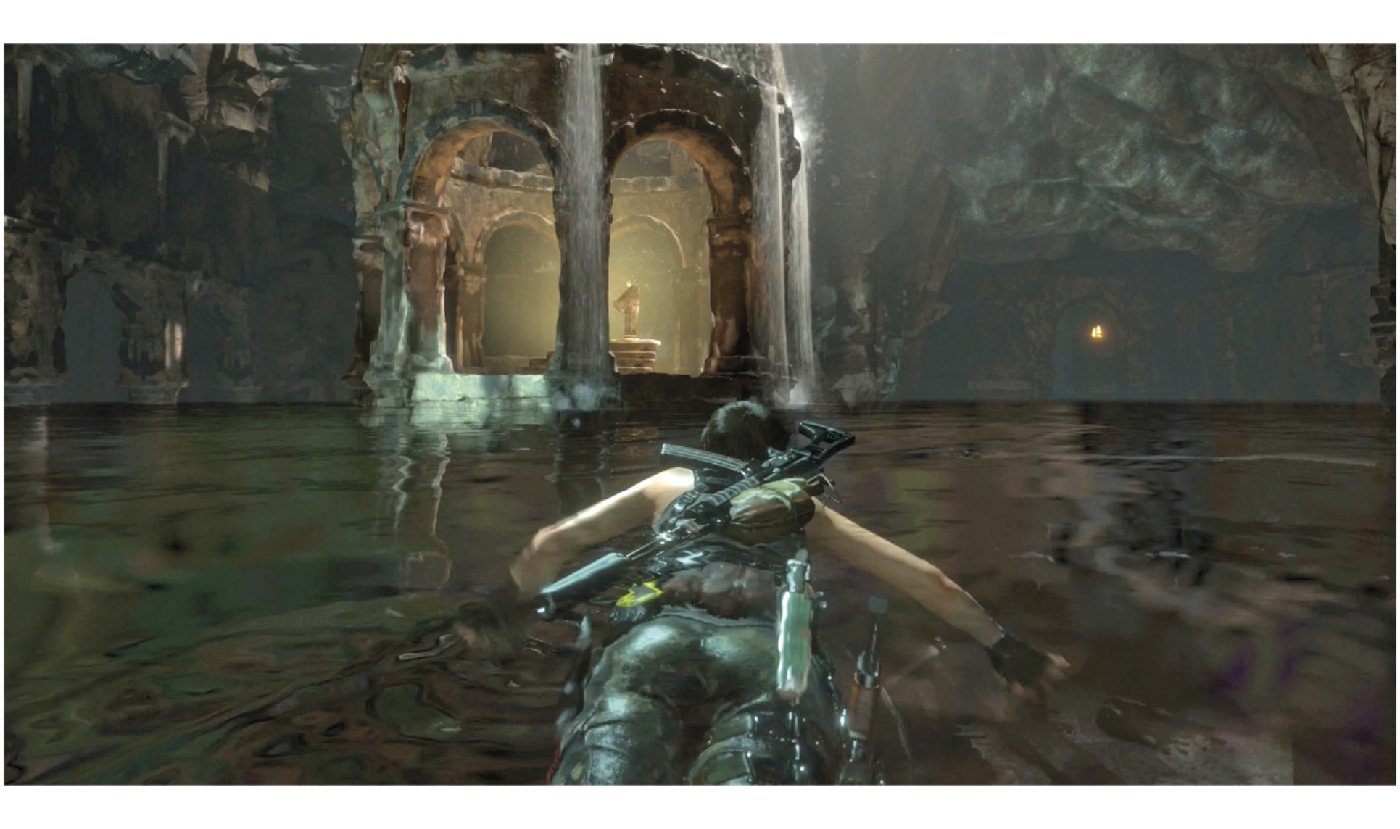


The water level rises, and you can return to the main room. Look for a few canisters on a patch of dry land underneath the Codex's tower. Take one of the canisters and throw it onto a raft that is floating close by.



You need to get that raft closer to the next hatch. It's only 10 yards away, but that's too far for the explosion to reach. So, climb a staircase near the canisters and jump onto a beam overhead. This creates a current that sends the platform to the other side of the room. Shoot the canister when the platform starts to float back into its original position. Time it so that your shot hits the canister as it's passing the hatch.

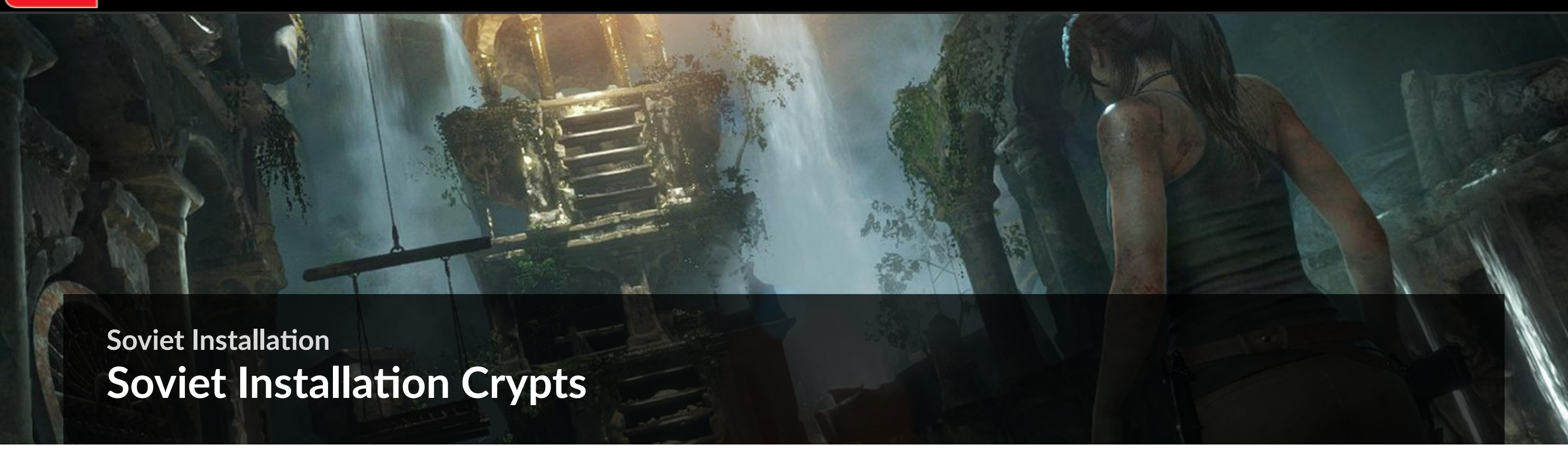
Go through the new opening after the water level rises. Search for a Document in an upper hallway. You can also open a hole into the main chamber; it'll be above the hatch that you came through a moment ago.



To get the third canister up to the final hatch, do the following. Go back into the main room and toss a canister onto the same platform that you used earlier. Activate the current and hurry to get onto the platform before it gets back to its usual spot. While there, grab the canister and throw it through the hole that you opened above the second hatch.

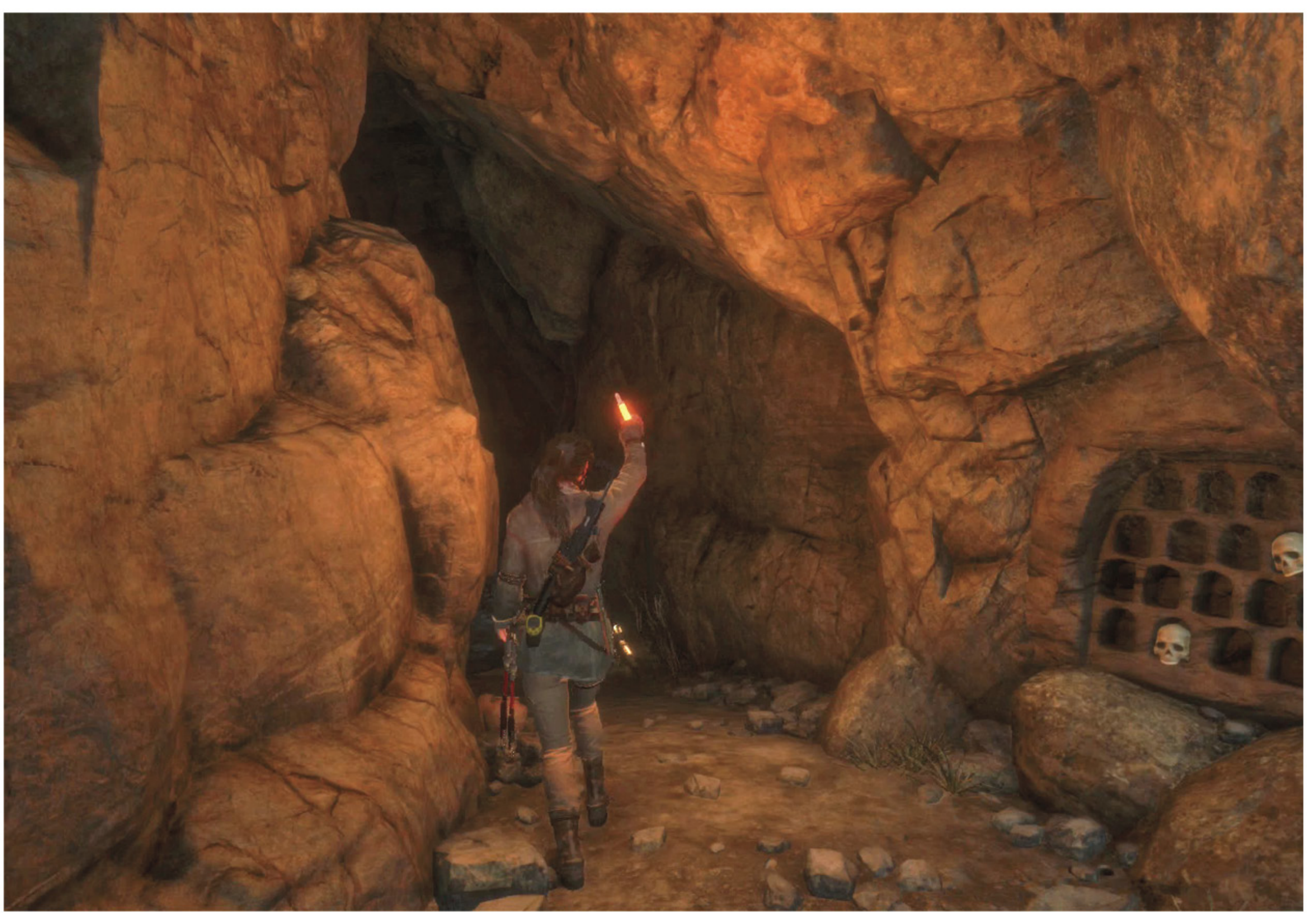
With all of that successfully completed, go to the upper hallway, retrieve the canister, and take it to the last hatch. Blow it up, and then swim to the Codex. Climb up, read it, and leave the Tomb.

You learn Natural Instincts, a skill that causes resources to glow anytime Lara gets close to them.



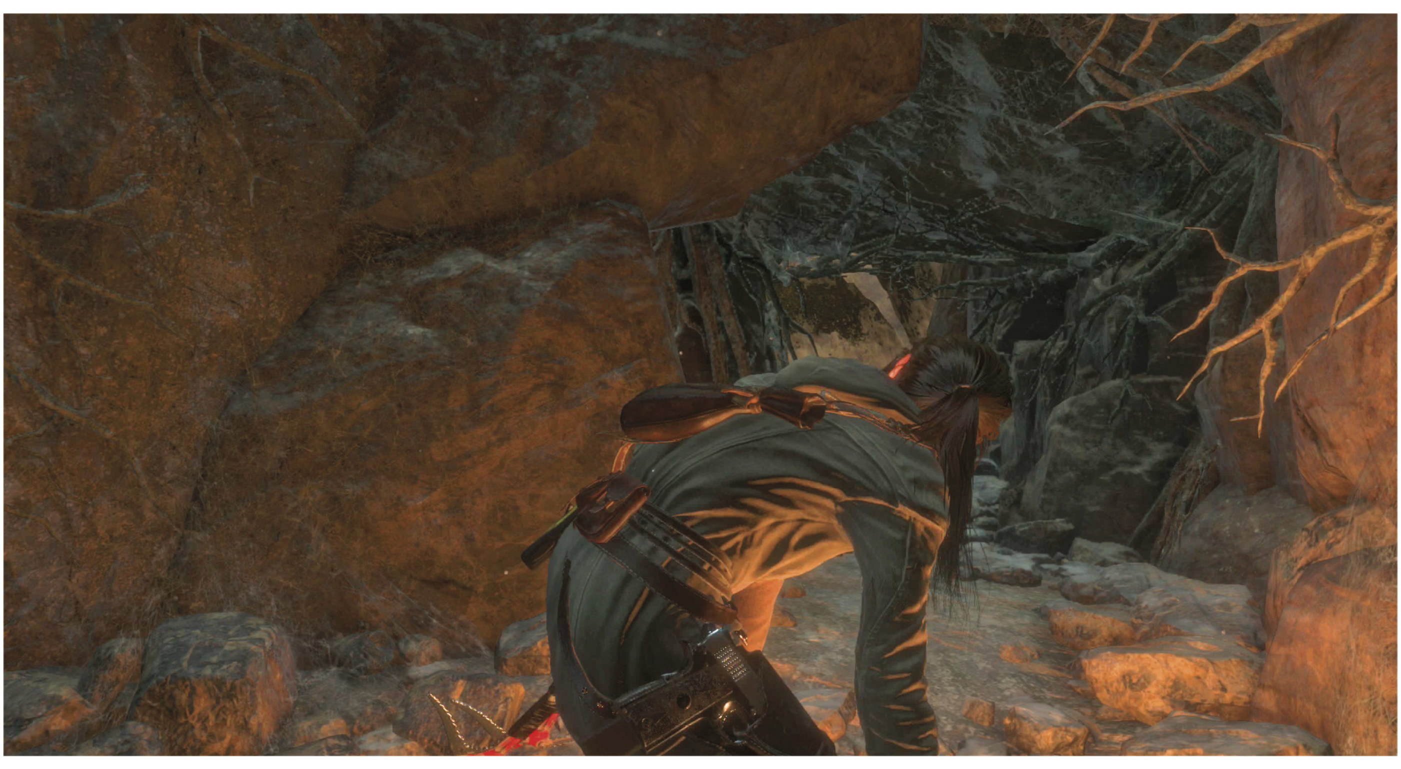
Soviet Installation Crypts

THE FORGE'S CRYPT



Only a few feet west from Hidden Refuge is a Crypt. These are special Caves that have rare and powerful treasures inside of them. Break open a damaged wall to go deeper into the cavern, and watch the floor while you descend down a long hallway. There are more Coins to grab as you go.

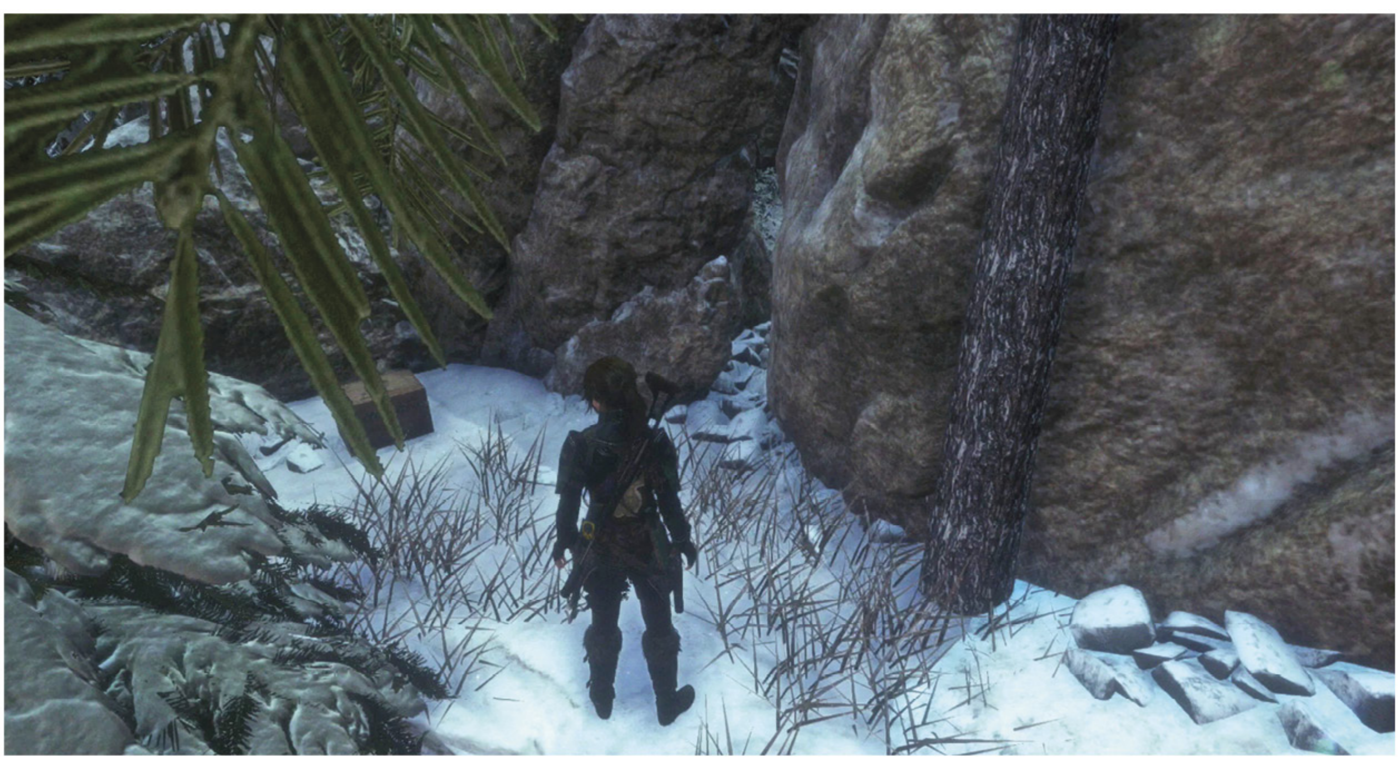
There's a Mural at the bottom of the stairs. Look at that, and take the corridor to the right. You can see through an opening into the main room of the Crypt, but you can't get there quite yet. You have to go around the hard way.



The right hallway goes into a water-filled room. Drop into the water and search a platform on the right for a Document. Take a narrow channel around the back of the room. This gets you to a platform that rises out of the water and around to a higher tier of the chamber.

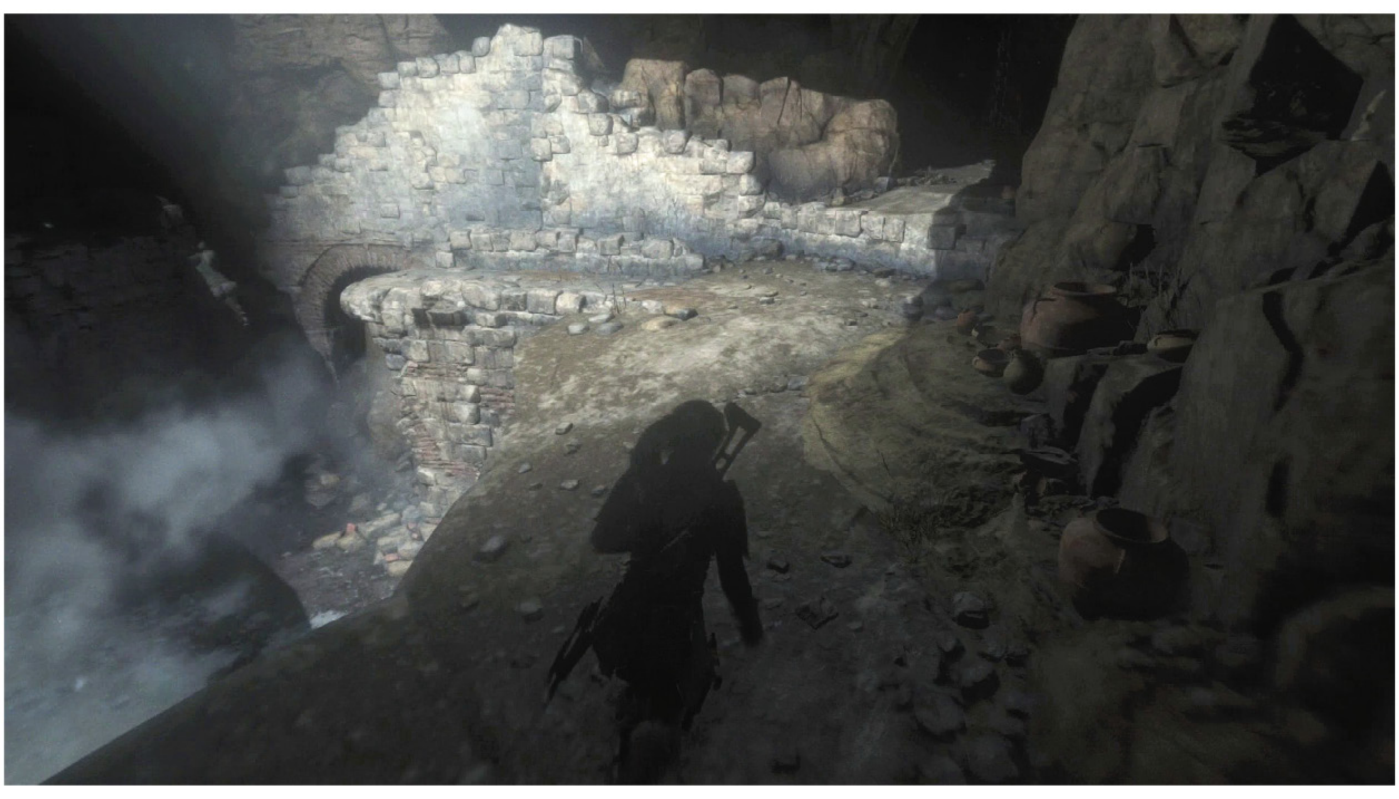
Take the only way forward, into the top of the Crypt's main room. Drop down to the Sarcophagus below, open it, and then leave with your ancient plunder.

THE ASTRONOMER'S CRYPT



Most people are going to pass this Crypt by the first time they go through the Soviet Installation. It's hidden inside a crack in the rocks. To find it, return to Installation Vista's Base Camp. Walk east along the path, but look for a break in the rocks along the southern wall. Slip in there to find the Crypt entrance.

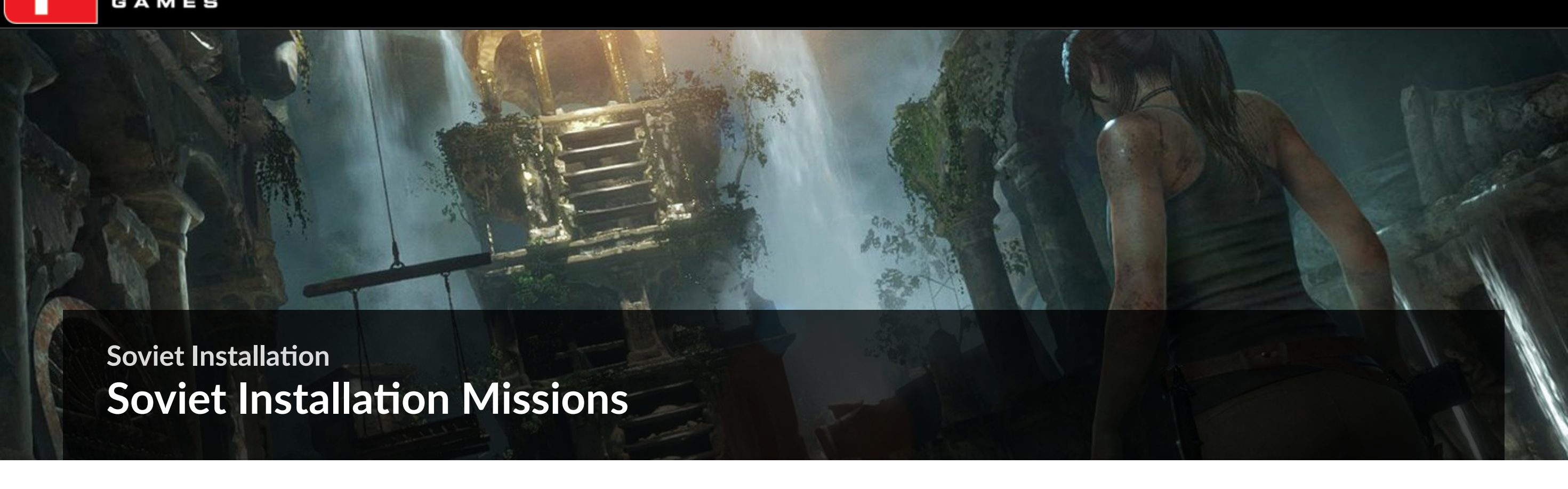
Inside, you find several sets of free Coins. This place is amazing for that, being one of the better sites in the early game.Break through a damaged wall in the first room of the cave system, and look at a Mural on your way down into the Crypt.



You quickly come down into a room with a small pit in the center (it's not a fatal drop if you fall in). Jump across the gap onto the far ledge to find a Document. Read that, and then jump back to the other side of the pit.

The side route off of that room goes into darkness. Use your Survival Instincts to see a bit better, and search the two routes that go in opposite directions. One leads to a room with some Coins, and the other gets you to the Sarcophagus. Make sure to get two more piles of Coins from the Sarcophagus room.

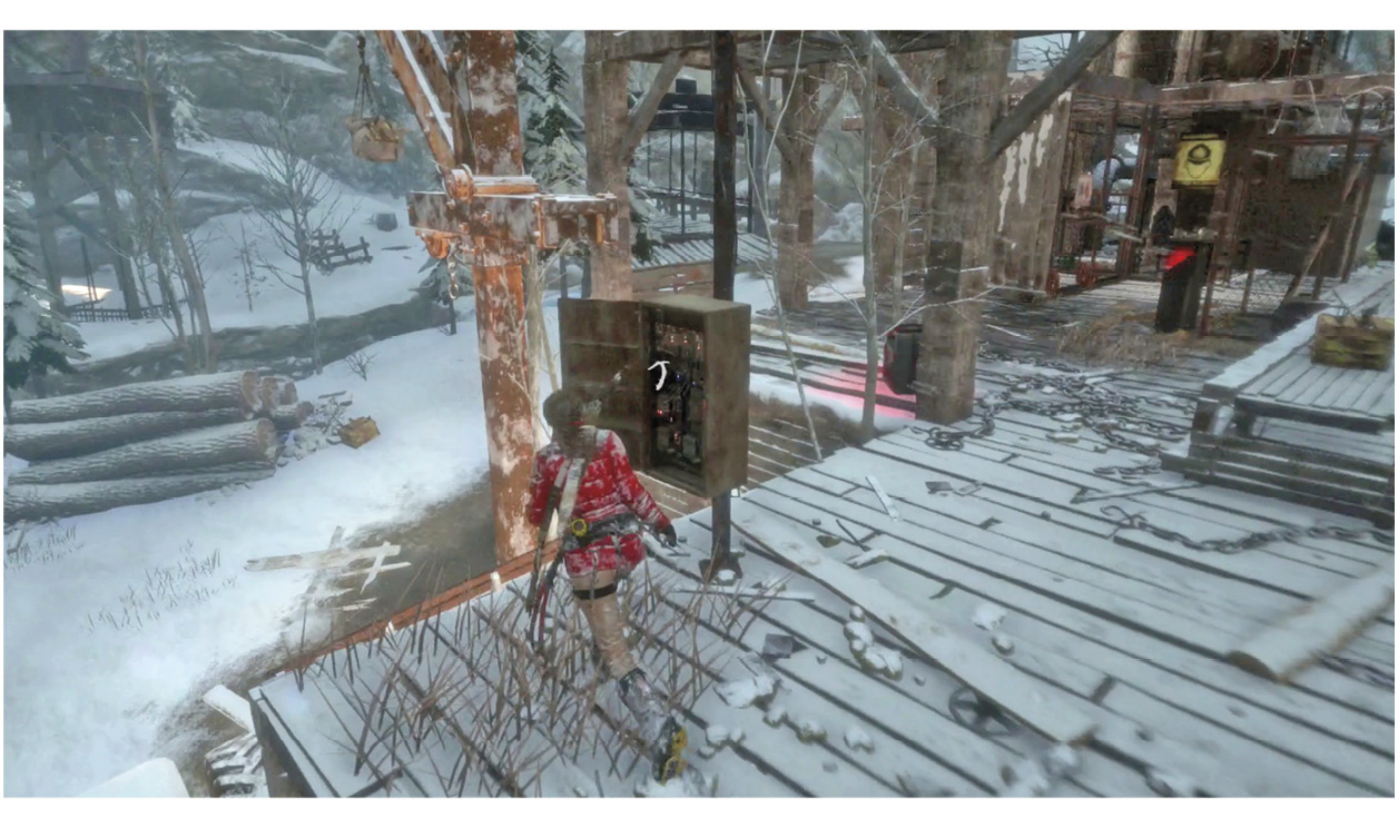
Leave the Crypt once you've looted everything you can.



Soviet Installation

Soviet Installation Missions

COMMUNICATIONS BREAKDOWN



This is likely to be the first Mission you come across in the game. Missions are optional goals that you accept if you want extra experience, danger, and fun in your life. They also provide more tangible rewards like equipment, outfits, and weapon upgrades!

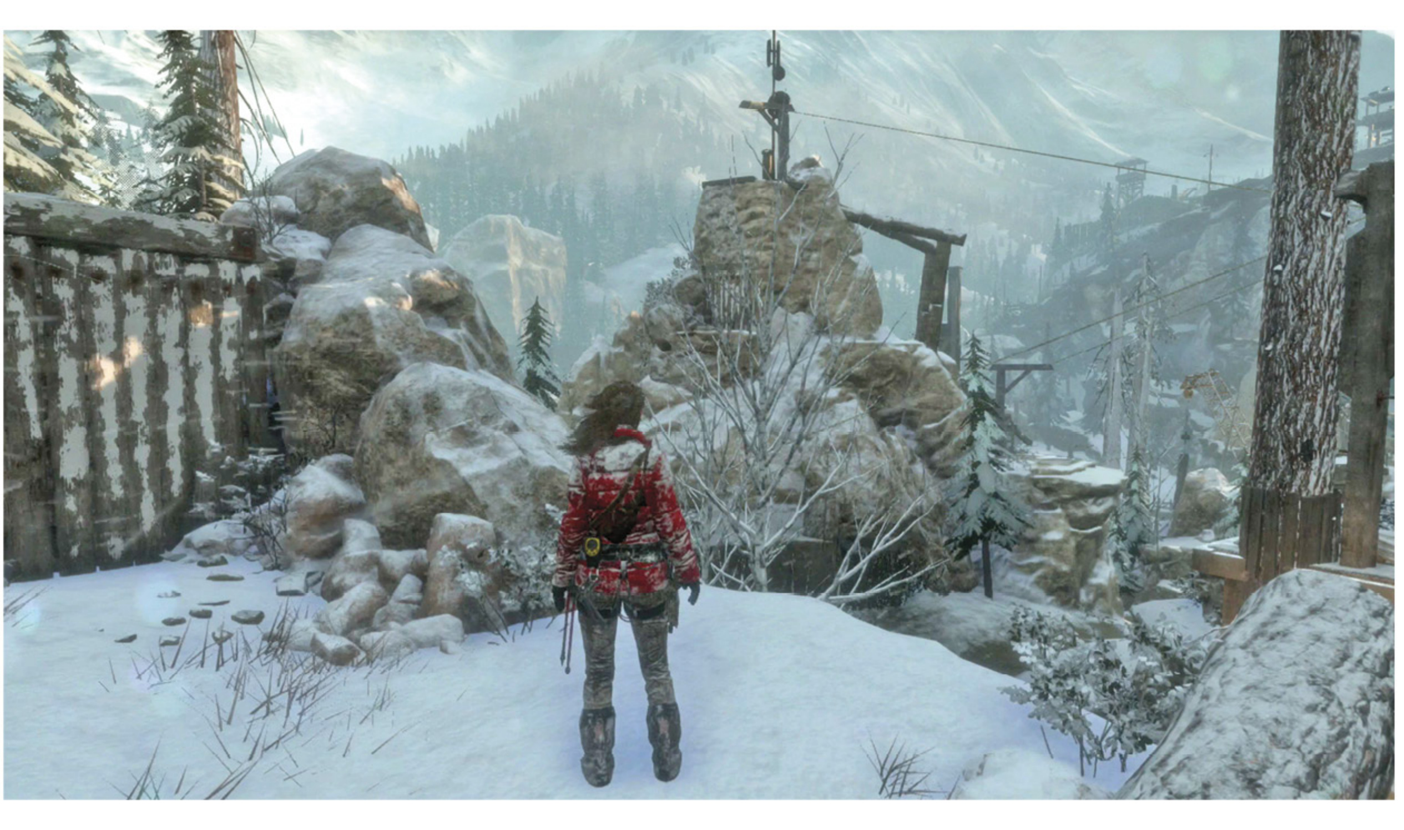
This Mission is to destroy the communications towers around the area. They'll be marked on your map if you accept. Go to all five of them and do some righteous smashing to complete the Mission.

Two of the targets are fairly close to the Logging Camp, and they're easy to access.

All the way to the east is a tower next to a new Base Camp (Sheltered Ridge). That one is simple once you get the Base Camp. Approach from the south and stick to the path.

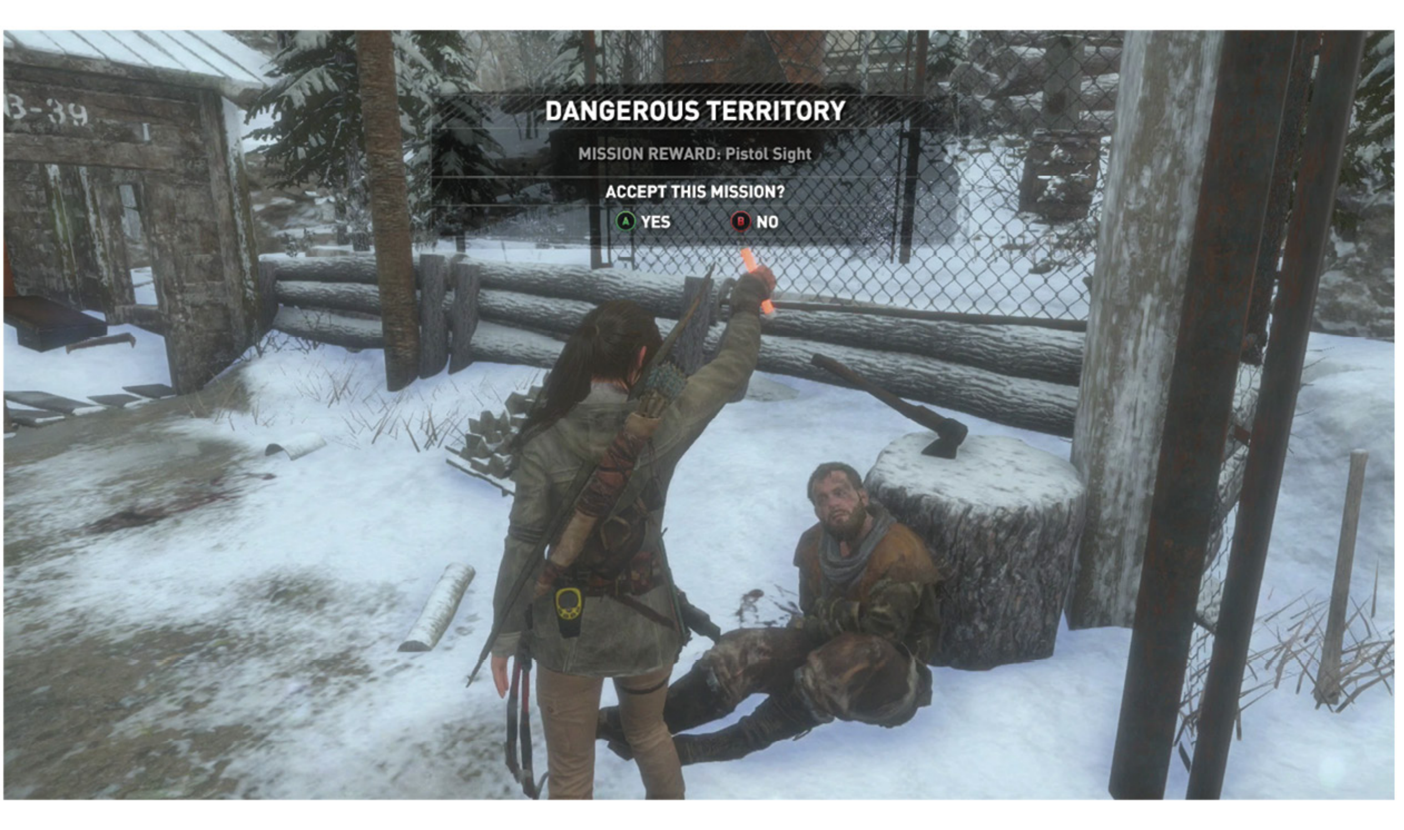
The southeastern tower is on top of a ledge. Climb up when you're in the area and you're good to go.

The last tower is the hardest to reach, by far. That one is on top of a large hill. There are ropes leading over to the hill, but you should ignore them. The way up is easier than going hand-over-hand up a rope, but it's much harder to spot. Approach the hill from the west. Use Survival Instincts to spot a climbable section of rock. Climb it, and shimmy right along handholds to get to a ledge. Squeeze through a narrow crack in the hill. Climb again, move around the outer edge of the hill, and then go up one more area of rock. Destroy the tower up top, and then you're done. Whew.



Use the zipline there to get down, and then return to the Logging Camp to speak with the man who gave you the mission. You earn a Lock Pick as your final reward. This opens a Strongbox at the nearby cabin.

DANGEROUS TERRITORY



One of Jacob's men is wounded by the lumber mill. Meet him and agree to clear out a cave of wolves. In exchange for this good deed, he gives you a Pistol Sight!

Run north and look for the wolf cave that the man mentioned. It's not far away, but don't go inside until you have your weapons ready. There are multiple wolves inside, and you have to fight them in relative darkness.

Fast weapons, like the Submachine Gun, are perfect for this battle. If you don't have that gun yet, a Pistol does the trick too. You can also sneak in, use your Bow to secure a couple of kills, and then retreat. The wolves lose interest after a short chase, and then you can return and go after them again.

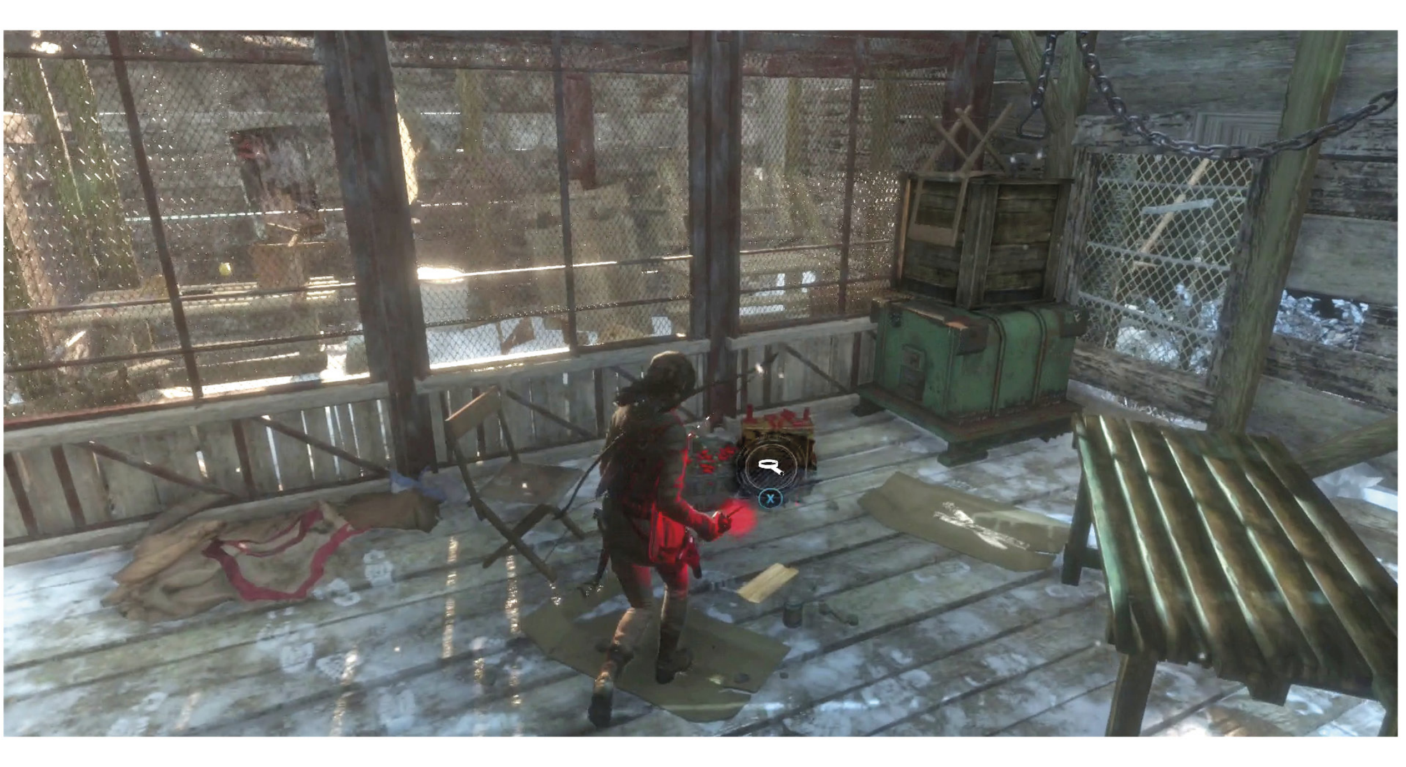
Your Survival Instincts really help for spotting the wolves in this dark cave. Use them as you're approaching to ensure that you don't stumble into the middle of the pack.

Clear the cave of all five wolves, skin them for a great supply of Hides, and then return to Jacob's guy.

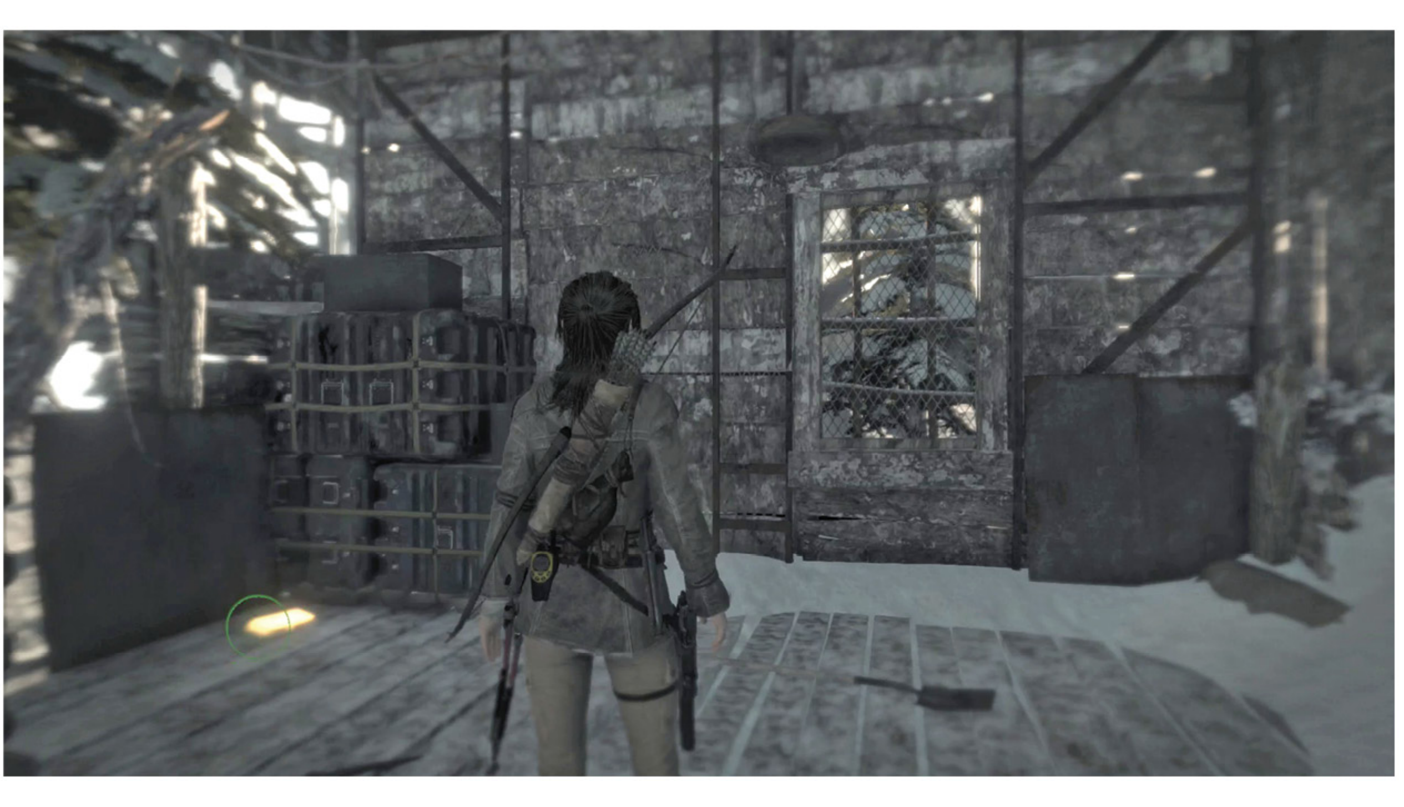
GULAG RECON

Earlier, you cleared a Cave of several wolves so that one of Jacob's men could hide there. He's survived his injuries, and now he's trying to get back to work. Meet him in that Cave (north of the lumber mill), and agree to help him again. This time you get a Rifle Suppressor as a reward.

To complete this recon, you have to discover enemy troop movement plans, find a guard schedule, and reclaim archeological discovery evidence.

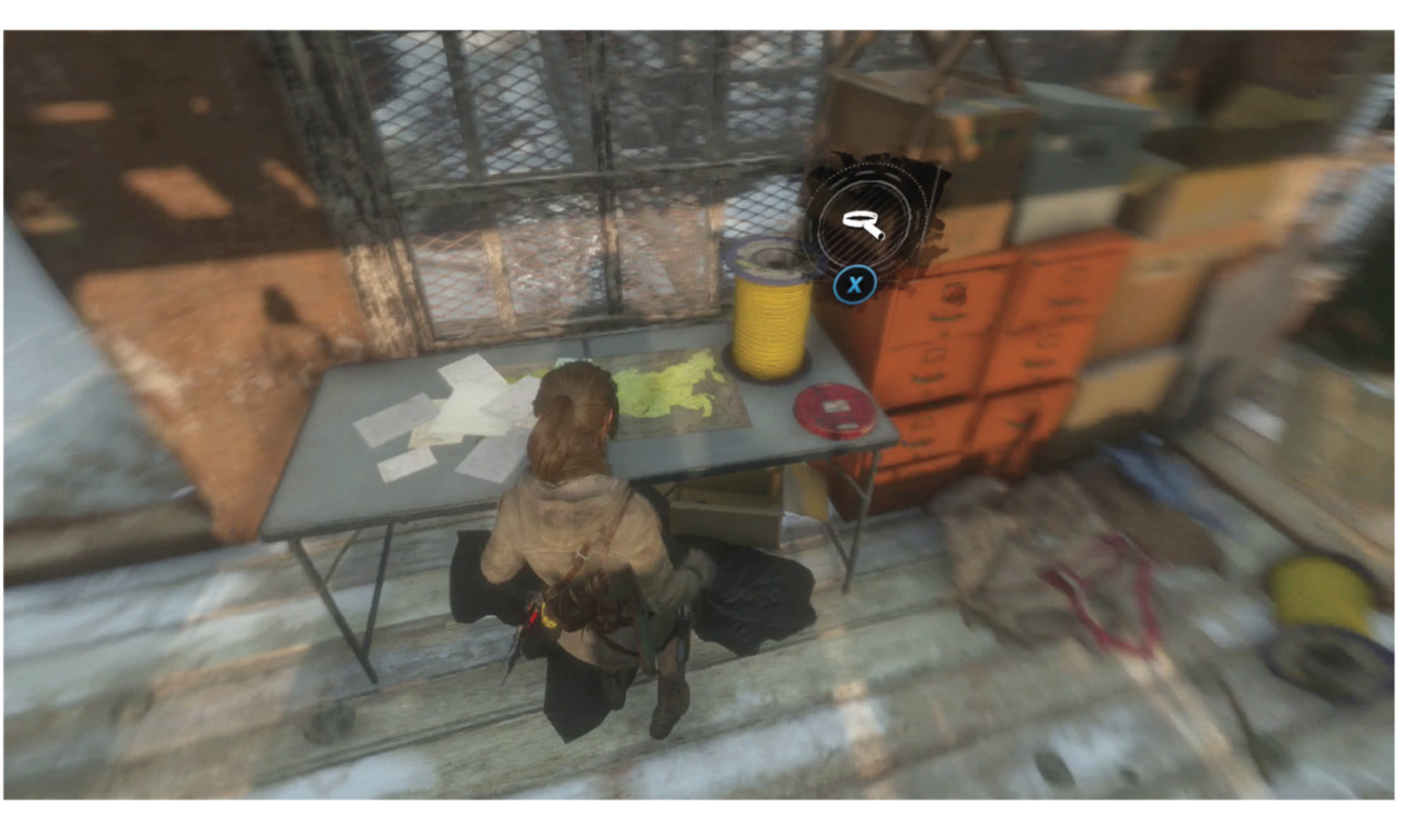


All three of these items are north, inside the Gulag. Get to any Base Camps in the area and then Fast Travel to the Gulag camp to save time.



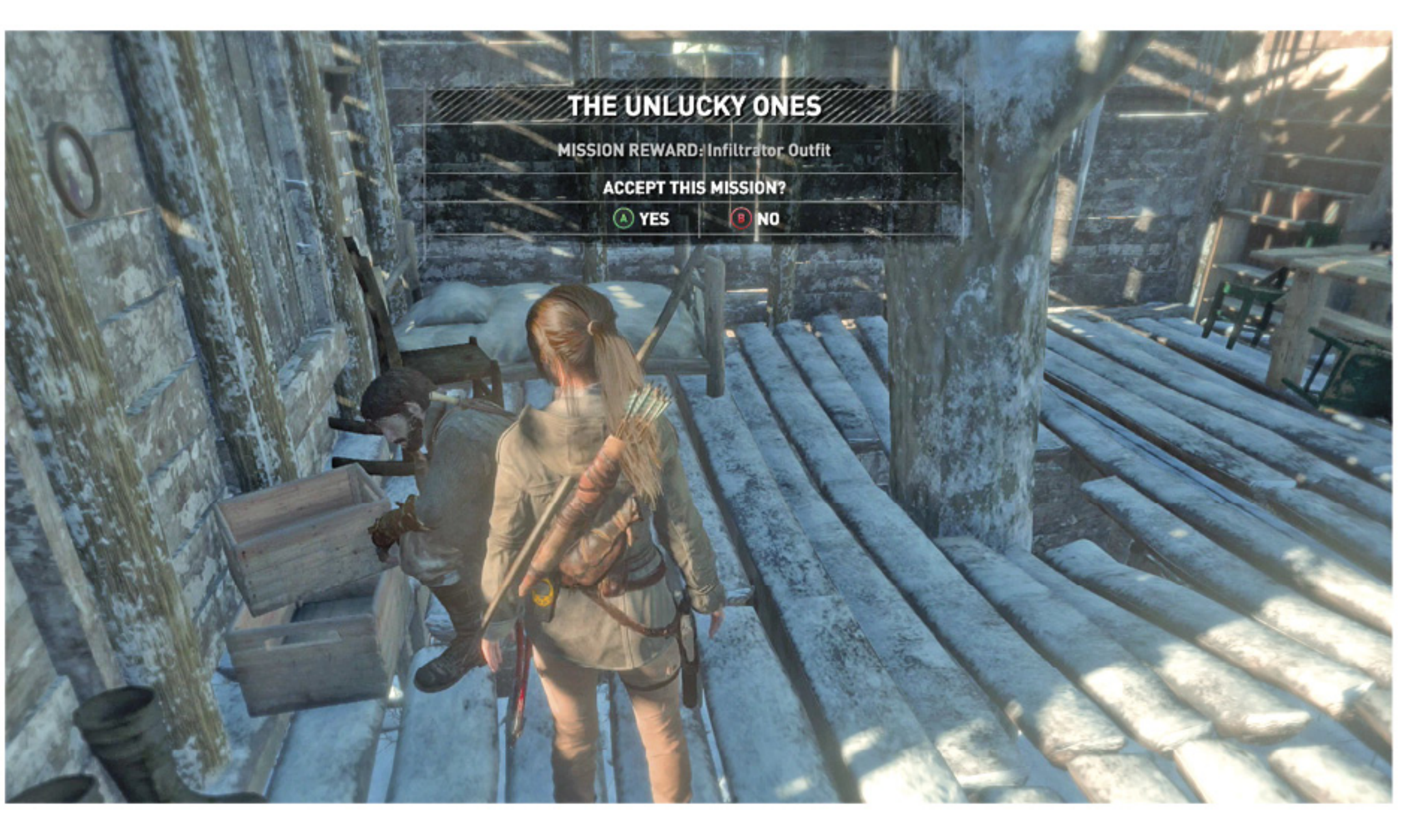
From the Gulag Base Camp you can go in either direction. Going south takes you through the snow, along a channel of water, and then up into a damaged building. The yard nearby has one of your recon items, but there are a few Trinity Soldiers out there. Stay inside the building, for cover, and snipe them. Once the coast is clear, head out and use your Survival Instincts to locate the intel without spending much time.

Return to the Base Camp and go to the northern end of the Gulag now. The next piece of intelligence is very close by. Use your map to get close and to find the building where the intel is hidden. Once you get there, scan for it with your Survival Instincts and pick it up off the floor.



The final piece of information is in a computer room farther into the base. Close in, get your intel, and then retreat to the Base Camp. Get the items back to the cave, turn them in, and collect your reward.

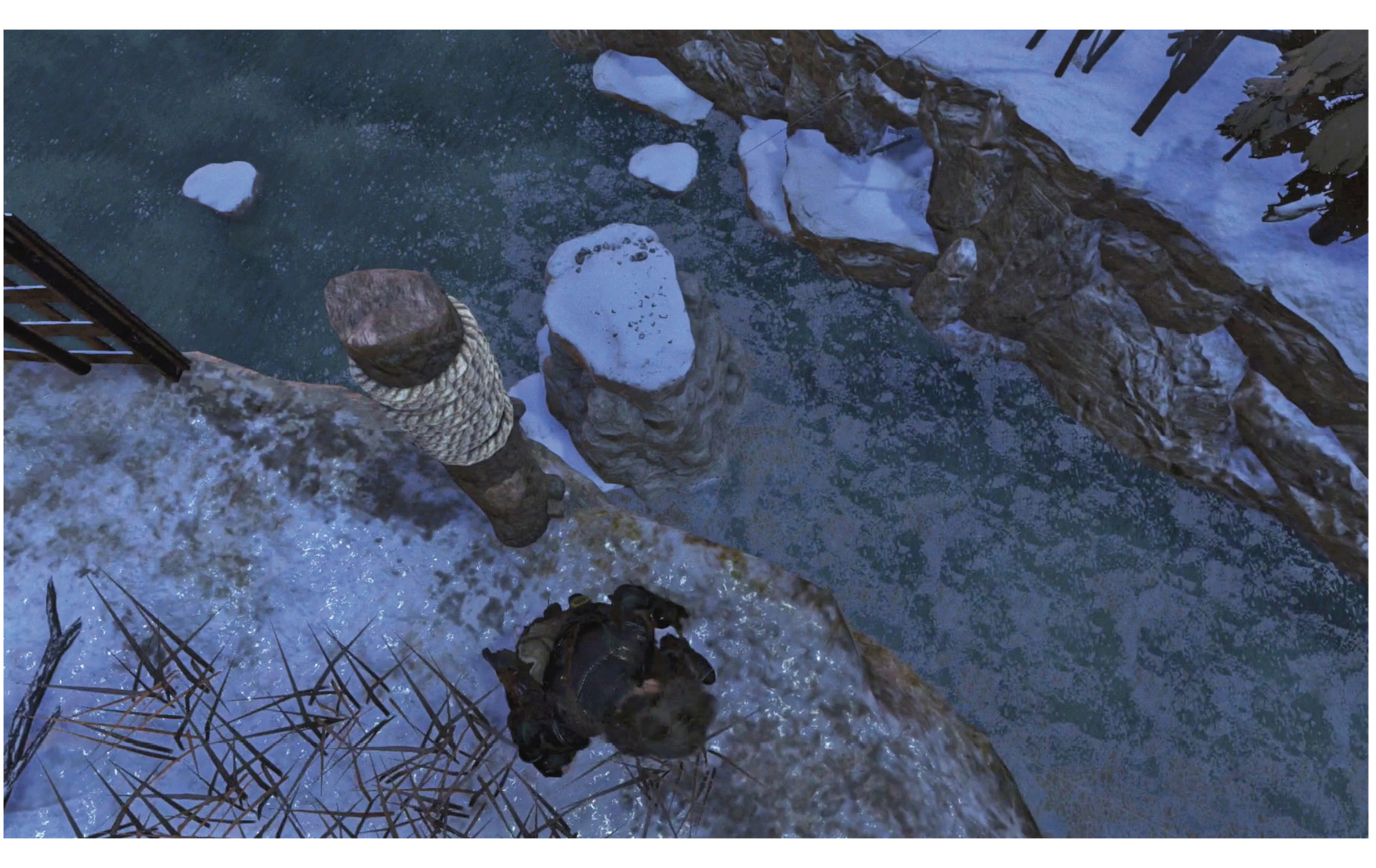
THE UNLUCKY ONES

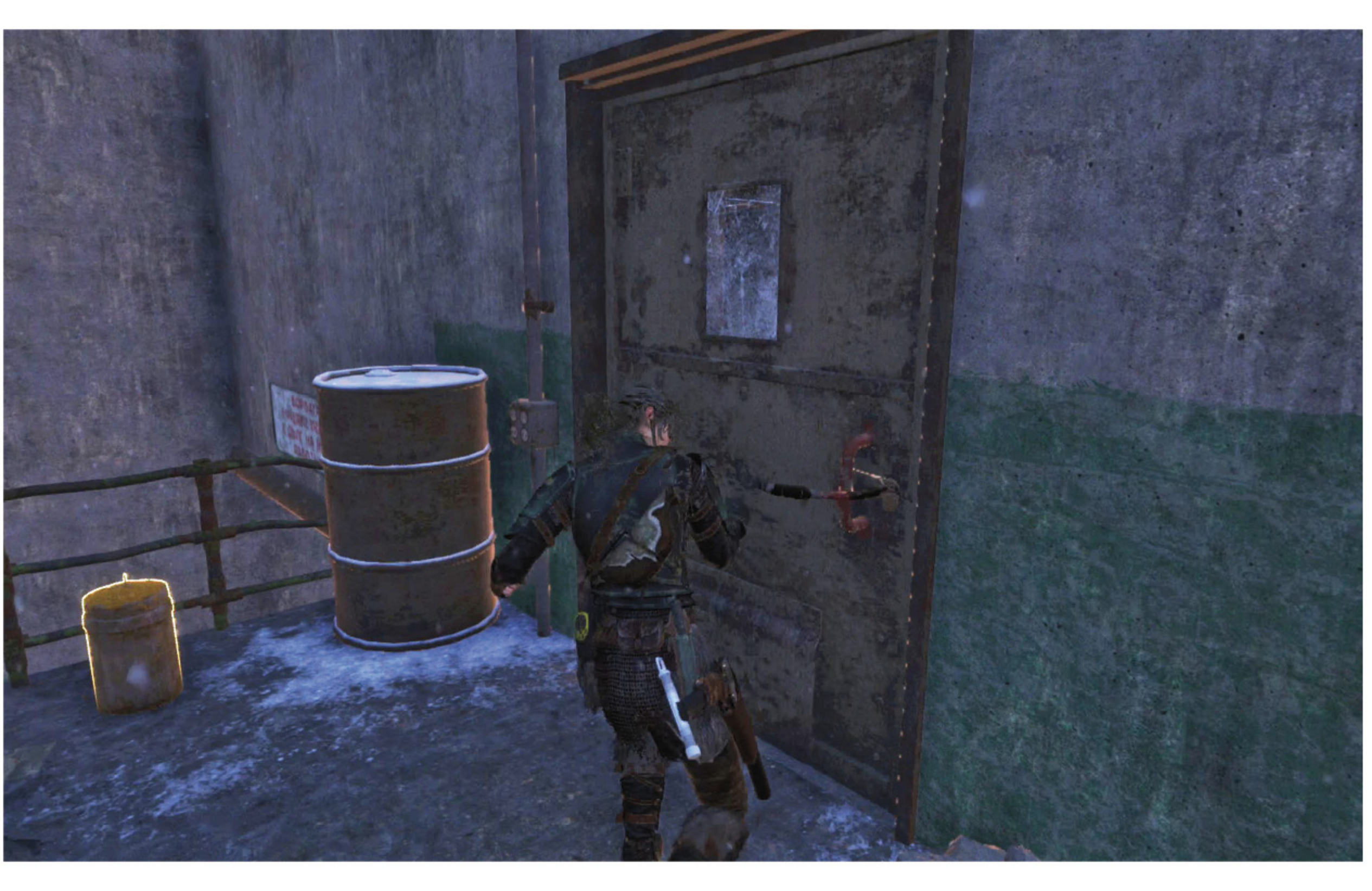


Your duty, as accepted, is to rescue the Remnant prisoners in the region. They're to the west, so it looks like you should Fast Travel to the Train Yard camp. Don't do that! Instead, start at the Logging Camp and travel southeast along the cliffs.

Get to the water, jump in, and swim to a pillar of stone that is in the middle of the river. Climb onto that, get to the top, and jump from there onto the climbable rocks across the river. In the next picture, we'll show you the pillar from the perspective of where you're trying to reach!

Use your Axes to climb to the top of the cliff, and then climb a tree and leap onto the highest ledge you see. There are two patrolling Trinity Soldiers close by, so you must be getting close!





Kill the patrollers and climb through a window into the rear of the prison. Break open a door ahead; this connects you to the areas of the building that you've explored earlier.

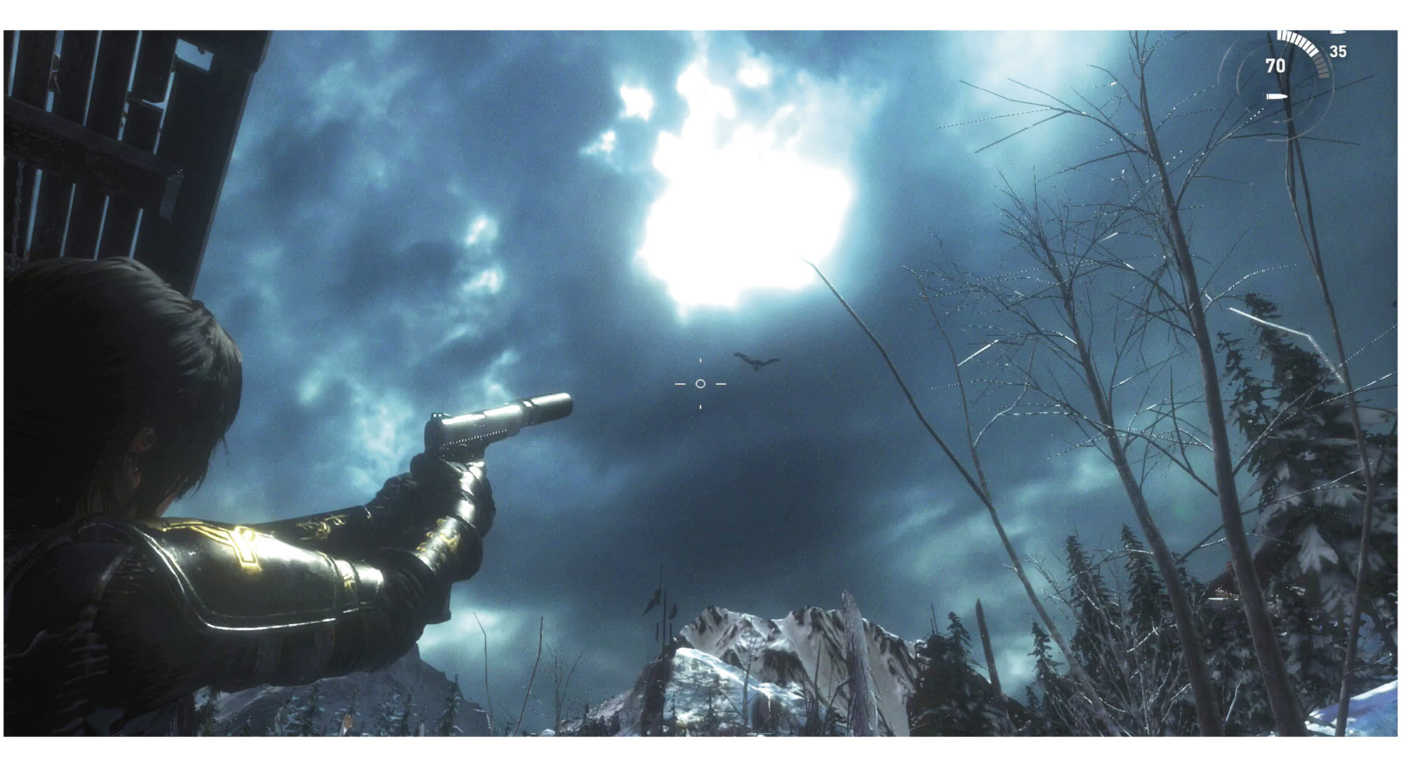
Then, go down some steps and assassinate the lone Soldier who is watching the prisoners. Break into the cell at the end of the room, and then release both Remnant captives to complete this stage of the Mission.

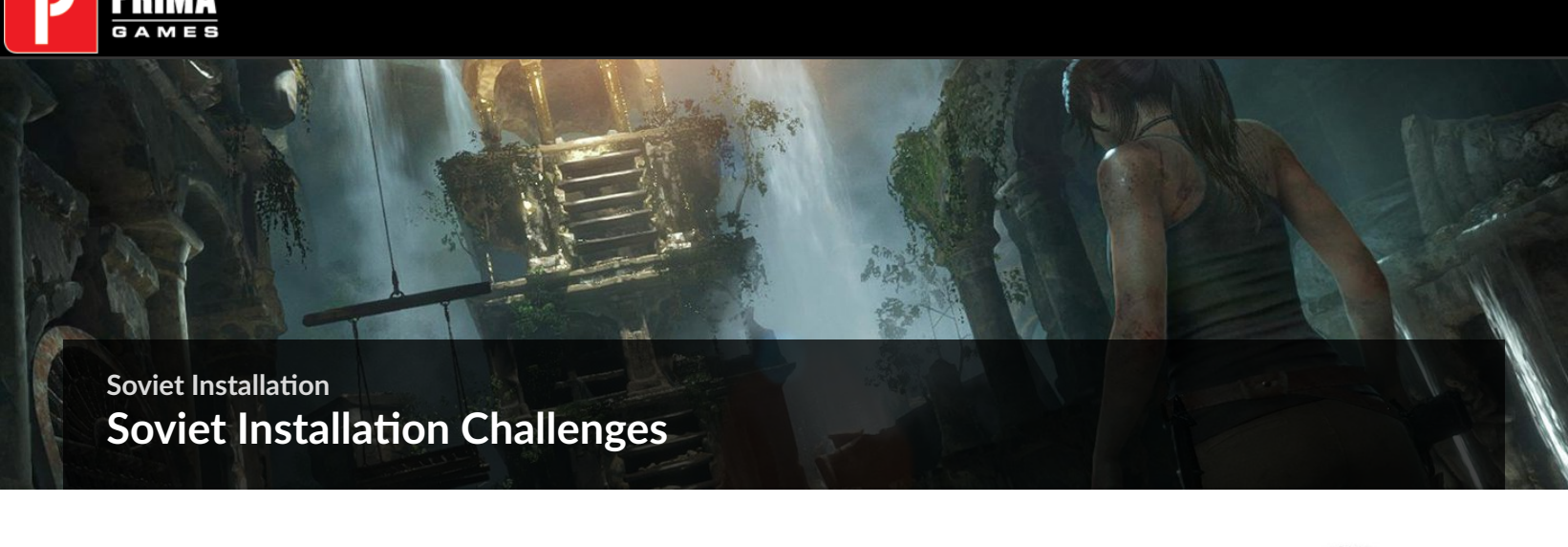
Return to the man who gave you this task so that you get your reward. You receive the Infiltrator outfit!

MISGUIDED INTELLIGENCE

A short time after you complete The Unlucky Ones, the Remnant fighter who gave you the last Mission asks you to take on a final task for him in this area. He offers a Shotgun Spreader Choke as a reward.

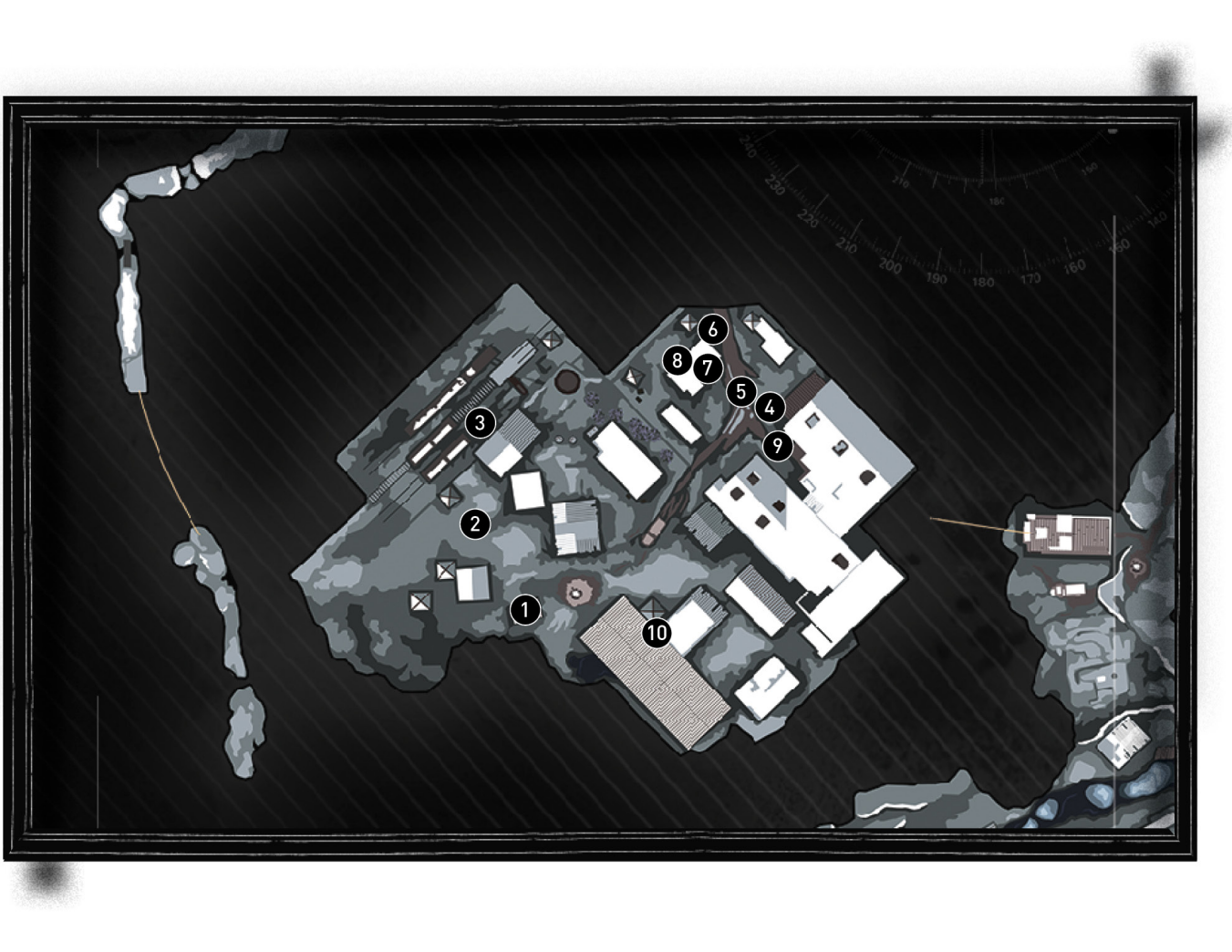
Return to his cabin and accept the Mission. You have to find a carrier bird to the east. It flies around the lumber mill. Use Survival Instincts to spot it (the bird turns green so that you know which one to shoot). Track it, use your most accurate ranged weapon to kill the bird, and then return to the cabin for your reward when it's all over.





Soviet Installation

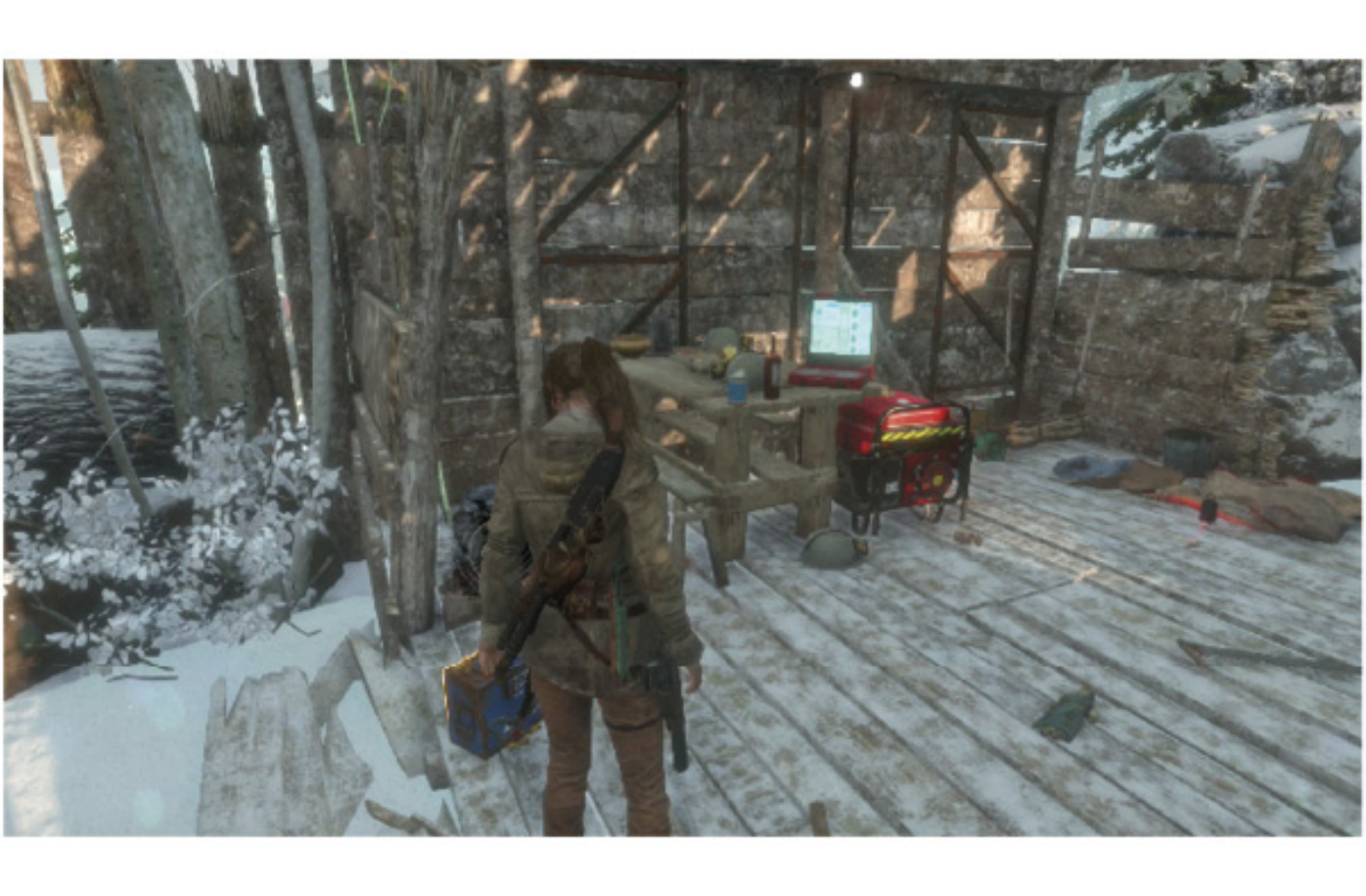
Soviet Installation Challenges



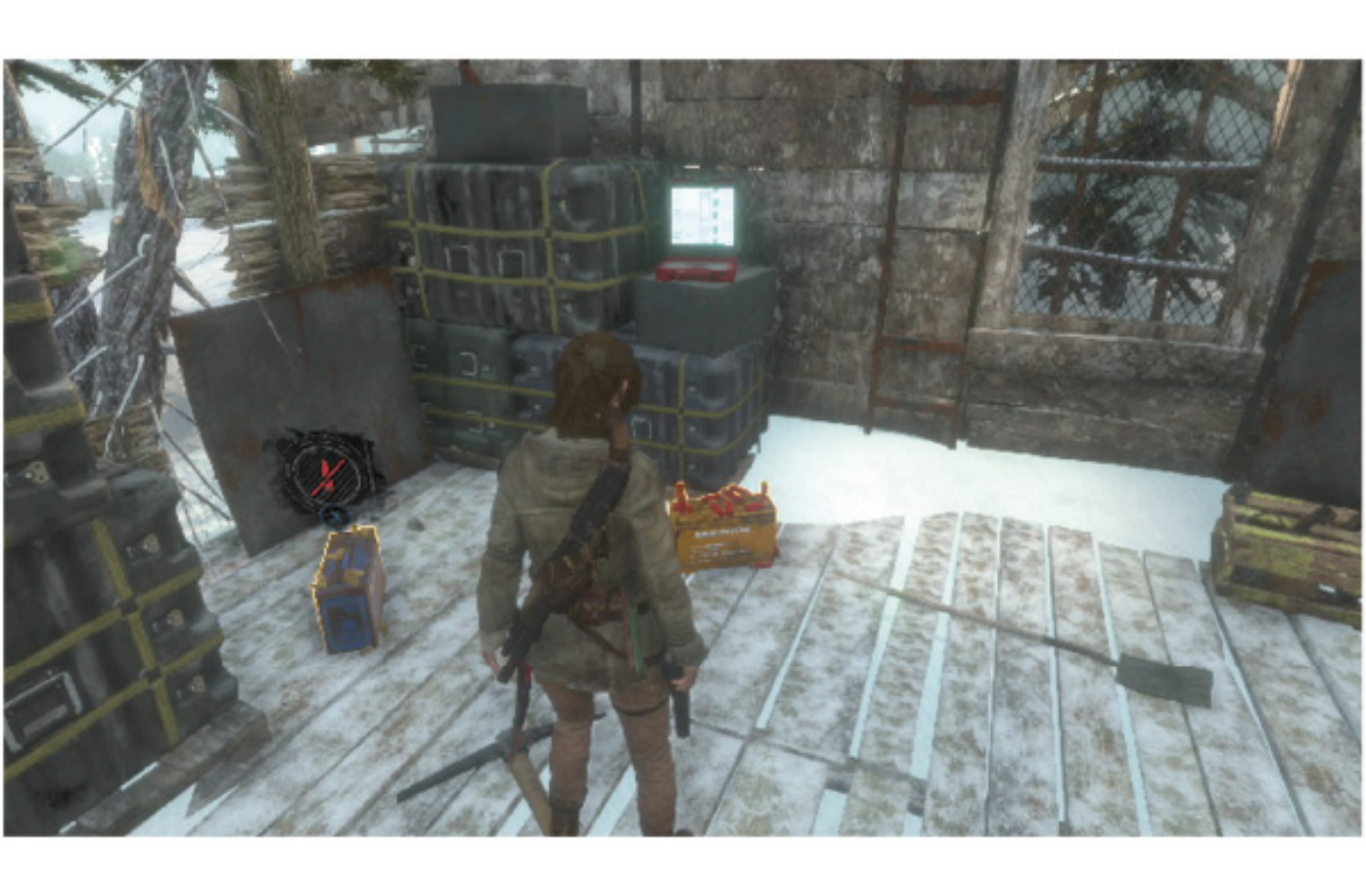
DATA CORRUPTION

Destroy ten Red Laptops. All of them are set up on tables and crates throughout the northern tip of the Soviet Installation map (the Gulag area). You destroy them with Axe strikes or any ranged attack. They show up on Survival Instincts, which really helps for spotting them.

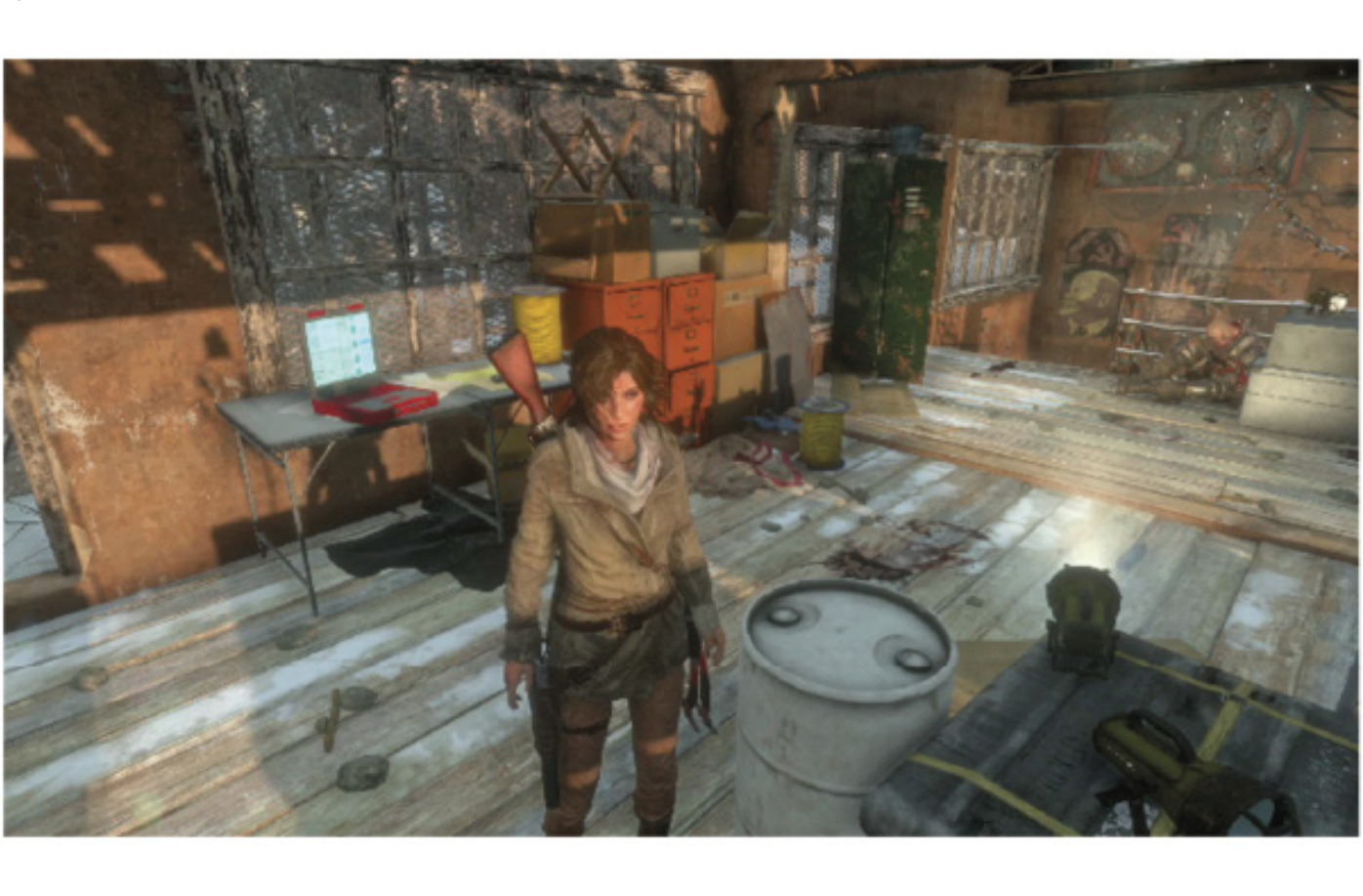
Use the map here to find the Red Laptops. They are easiest to get when you're going through the area as part of the story, but you can come back here later if you need to. Return to the base camp and collect the three Laptops that are in the main yard, through the gate. Then, backtrack to the camp and go downhill, through the snow. You end up in a shallow ditch, filled with water. Look for a ladder there and climb up. This route takes you backward through the remainder of the level (it would otherwise be inaccessible to you). That allows you to collect all ten Laptops, even if you missed everything your first time through.



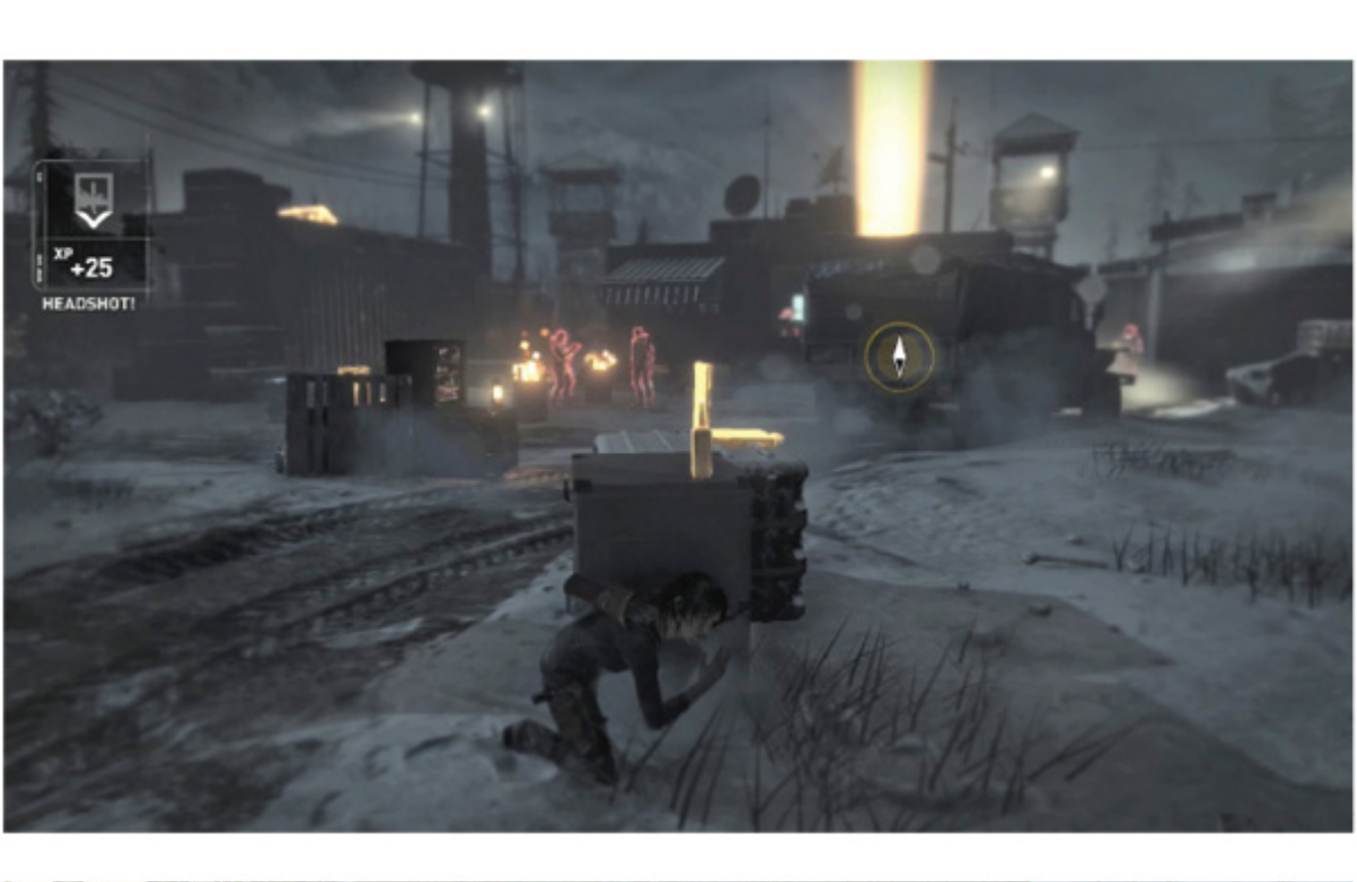
① The first building west of the base camp has a single Laptop.

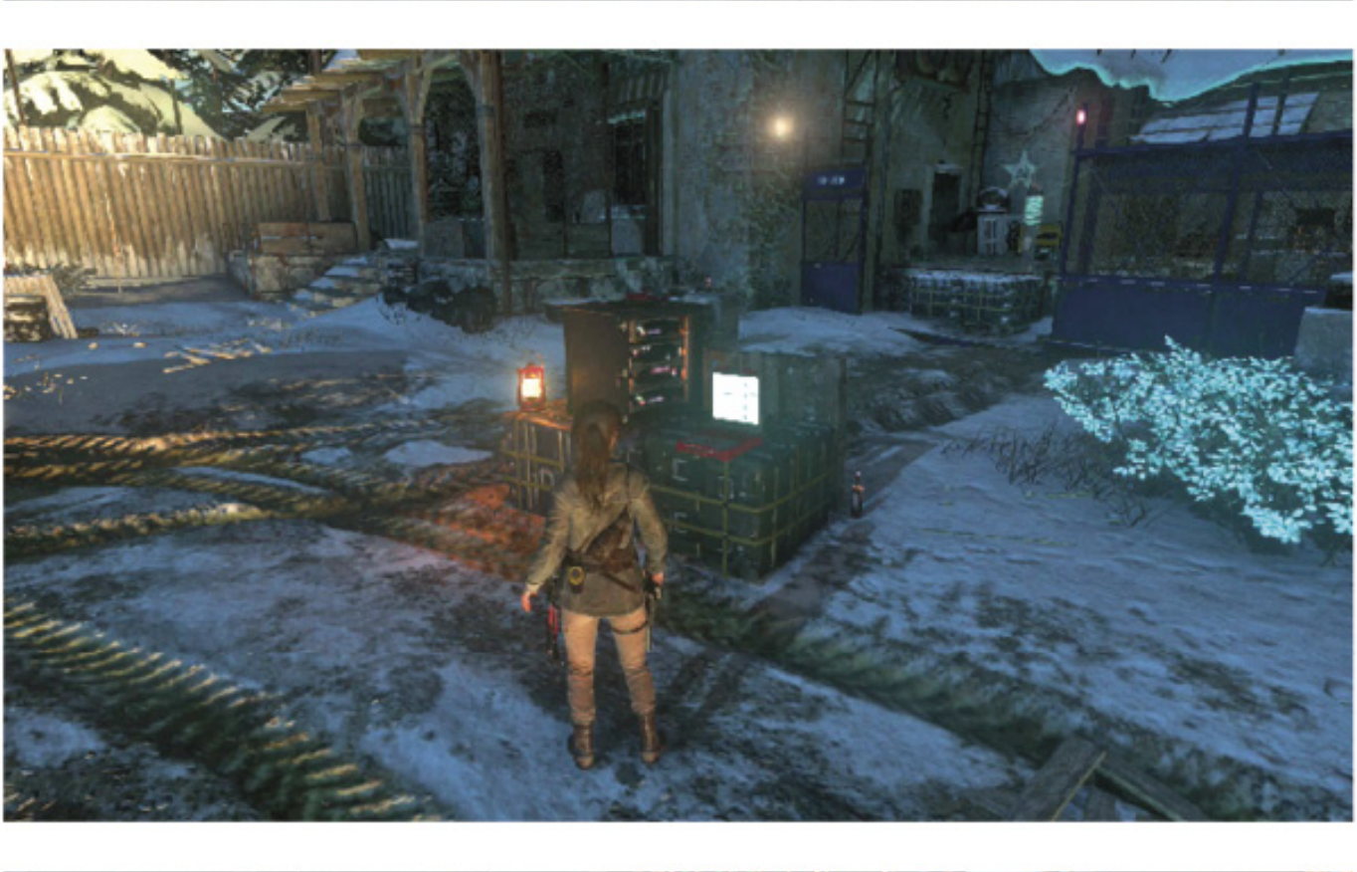


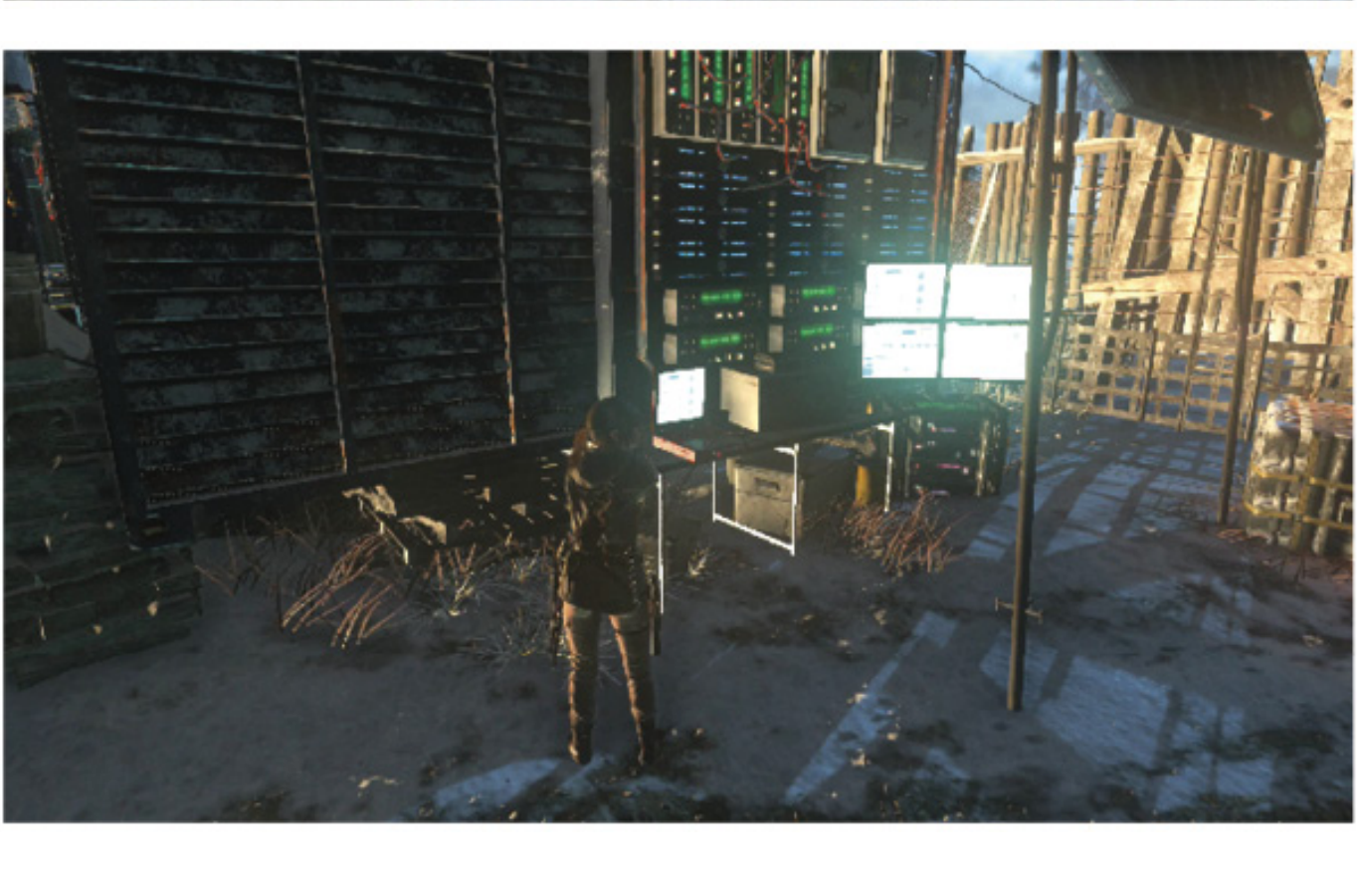
② An open shack has a Laptop, northwest of camp.



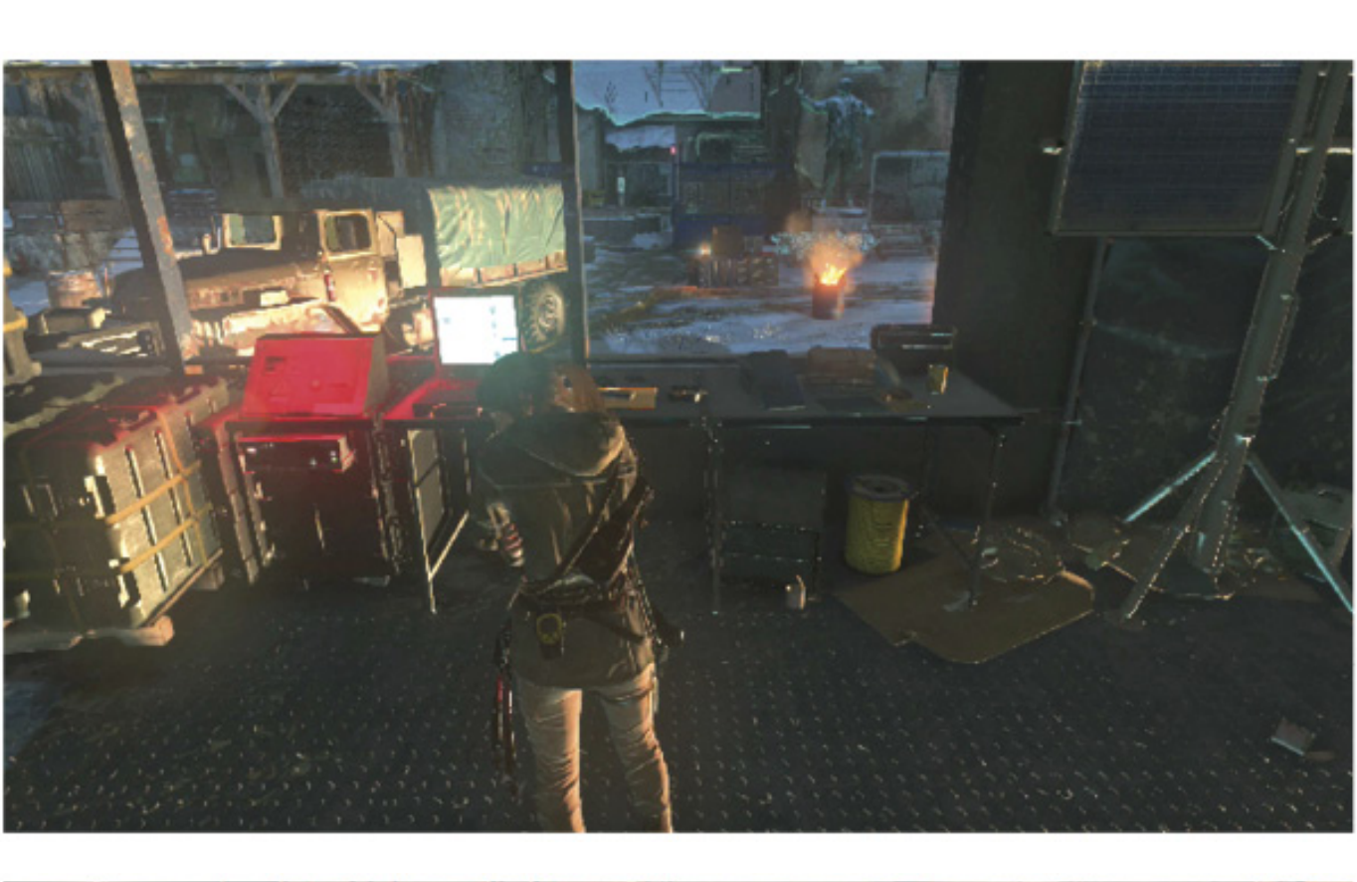
③ The computer room in the northwest has a Laptop on the upper floor.

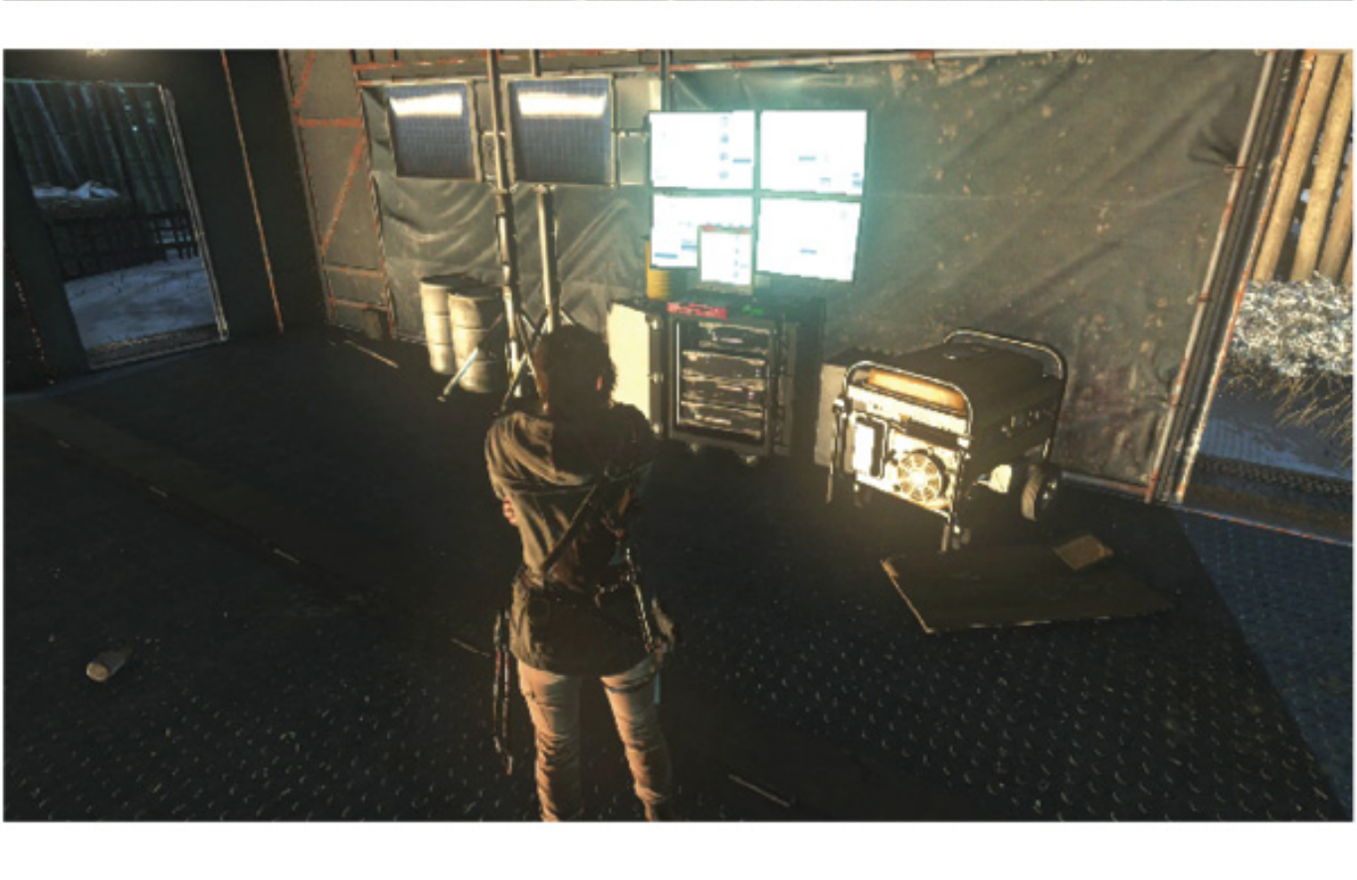




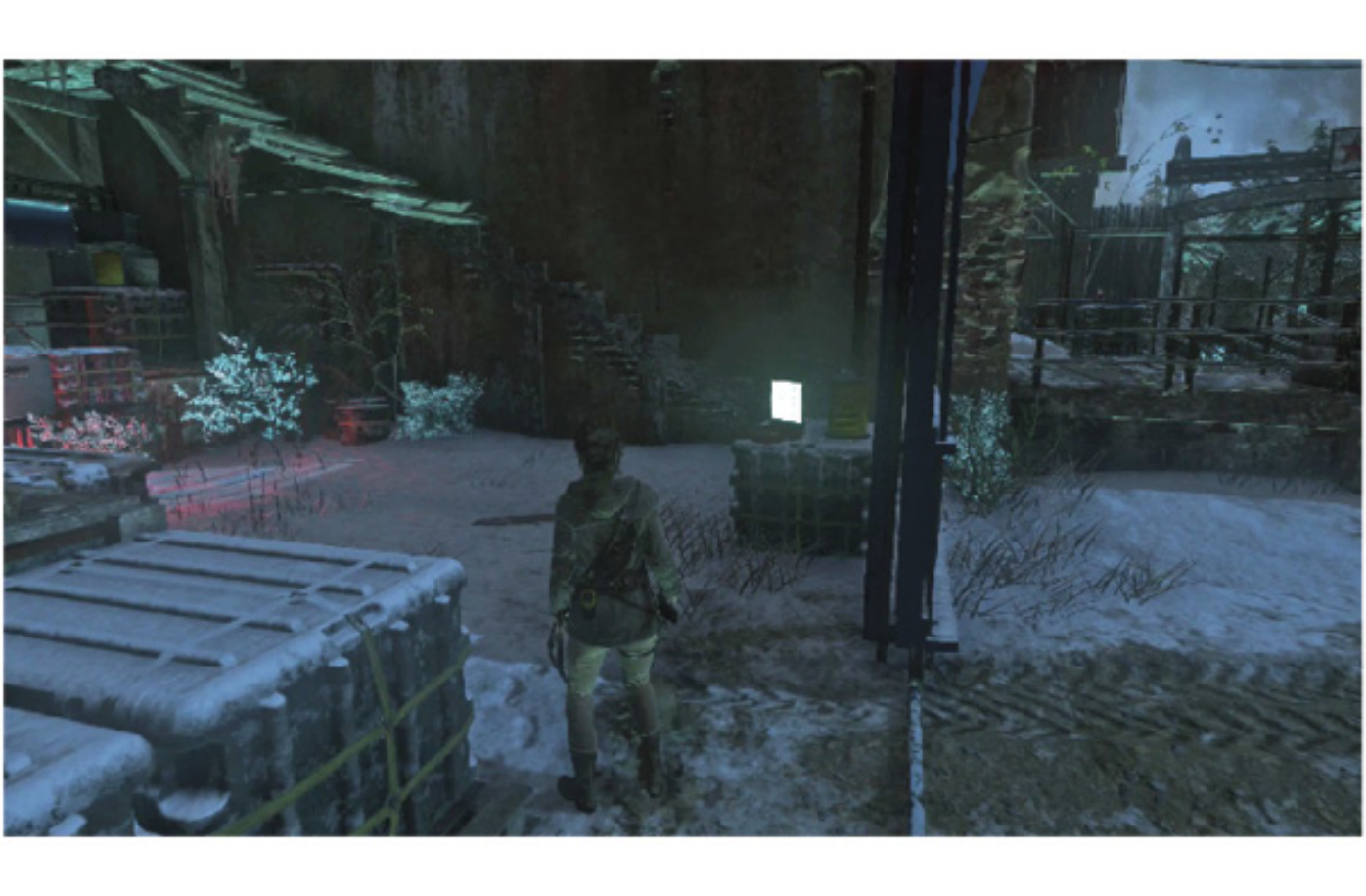


④⑤⑥ There are three Laptops outside, in the yard when Lara first escapes from the Gulag. The first is on a crate, in the southeastern part of the yard. The next is only feet away from there, on another crate.

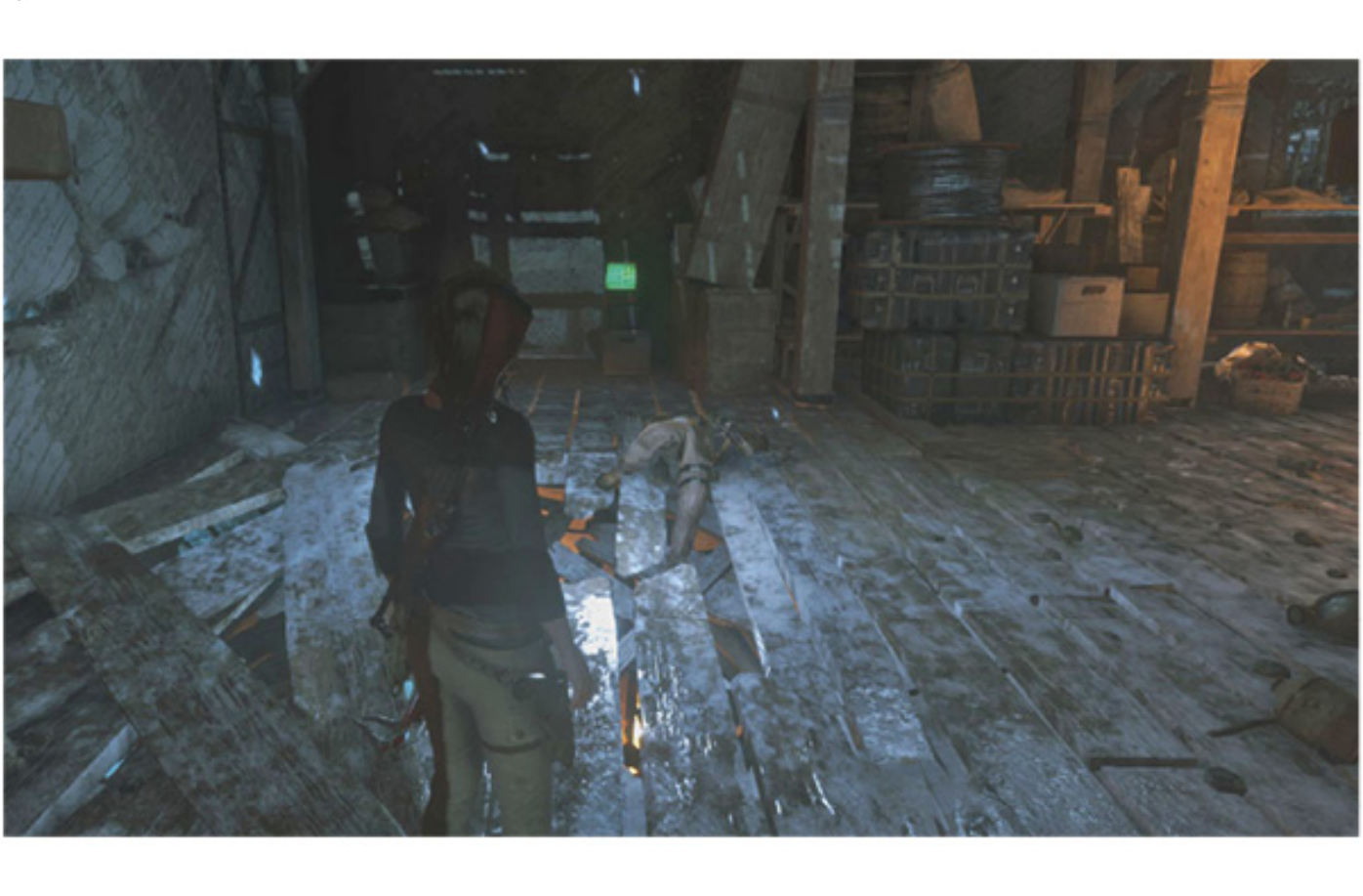




⑦⑧ Two more Laptops are in the command trailer, within the same yard mentioned above.

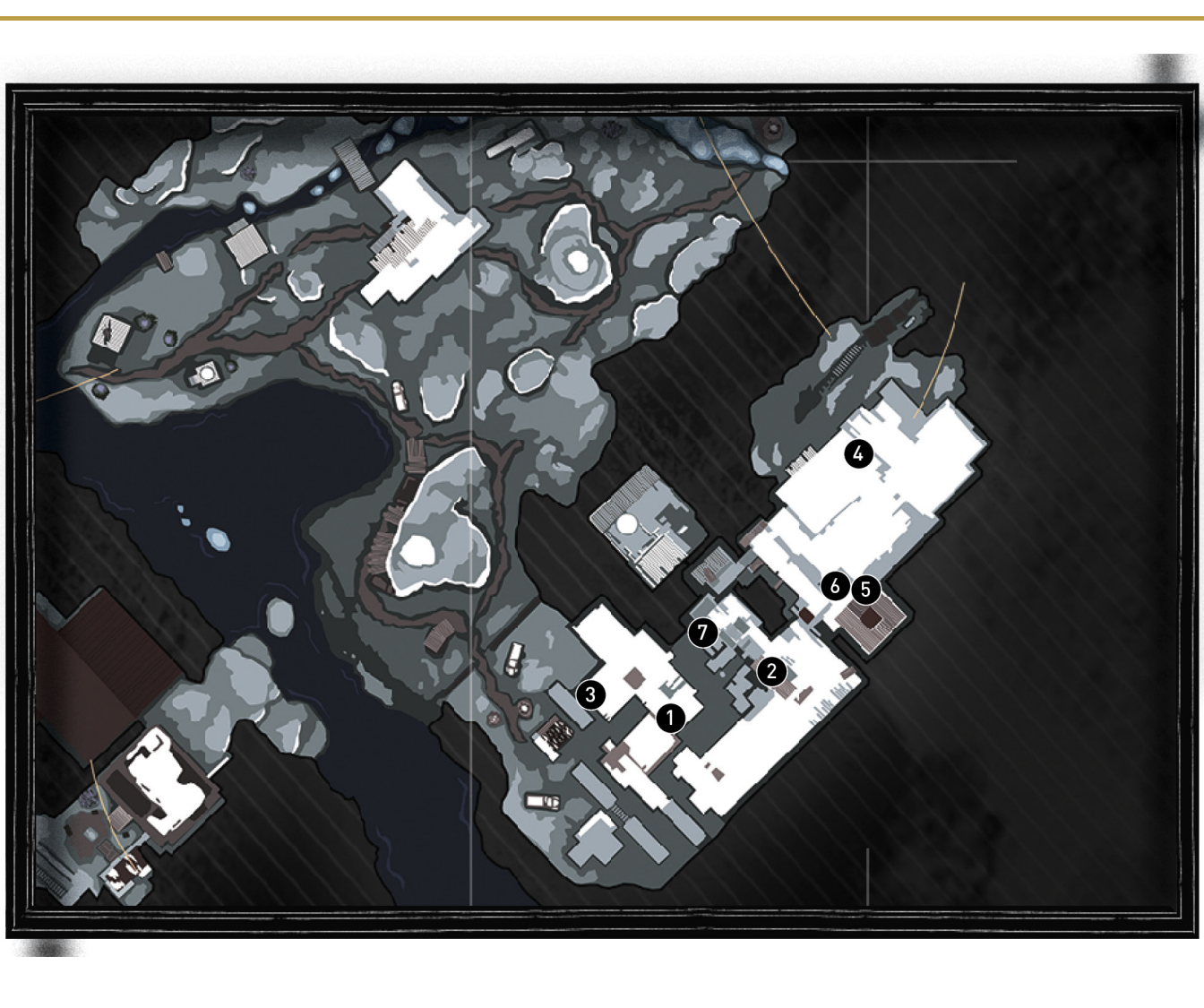


⑨ Open the gate from the command trailer, and then look in the southern portion of the yard for a Laptop.



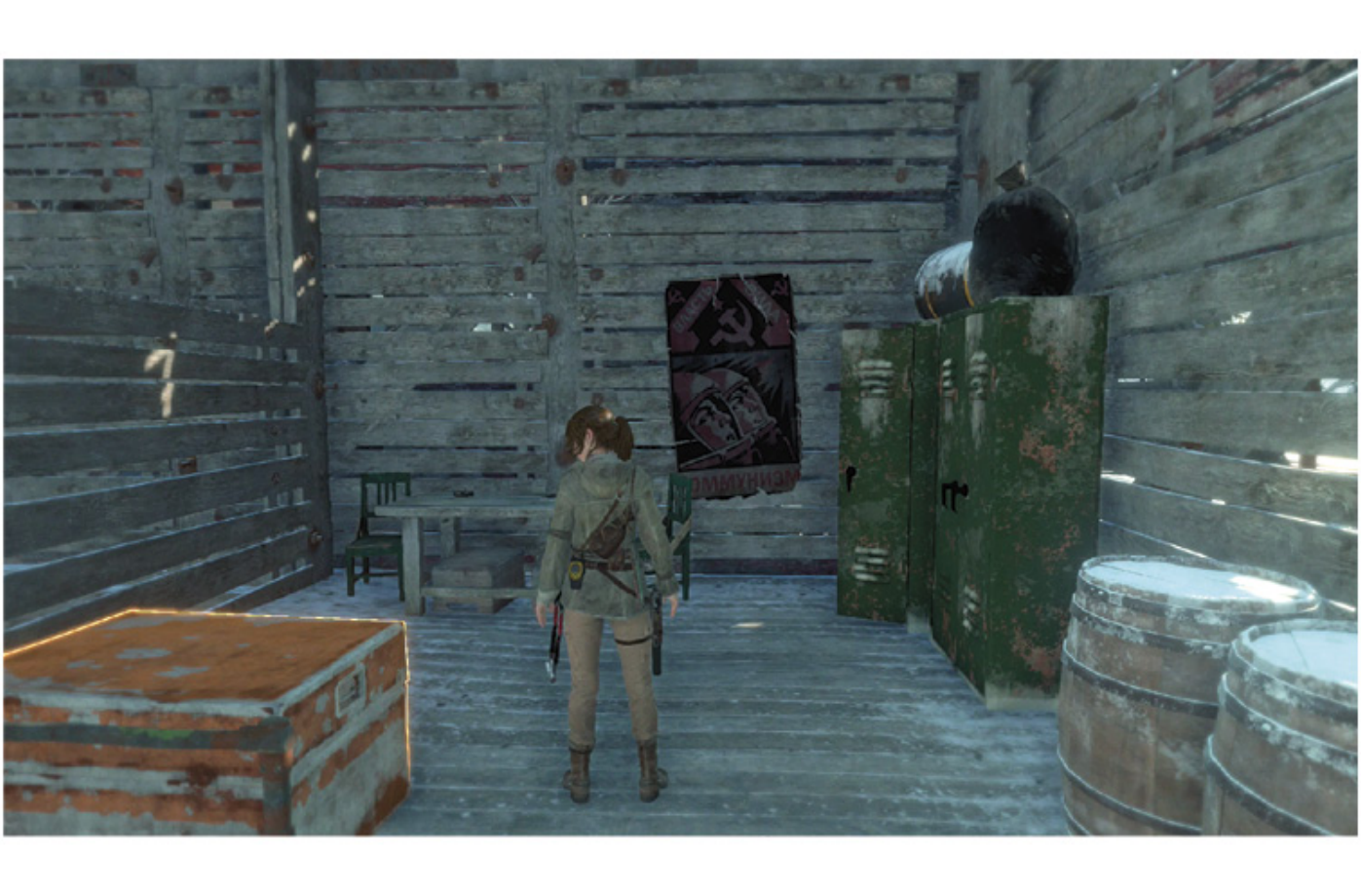
⑩ After you defeat the enemies in the large courtyard battle and learn how to make Shrapnel Grenades, you gain access to a damaged building with a hole in its floor. Do not jump down there yet (it's hard to get back to later, though it can be done). Destroy the last Red Laptop before going down there; the computer is on your right.

DIFFERENCE OF OPINION

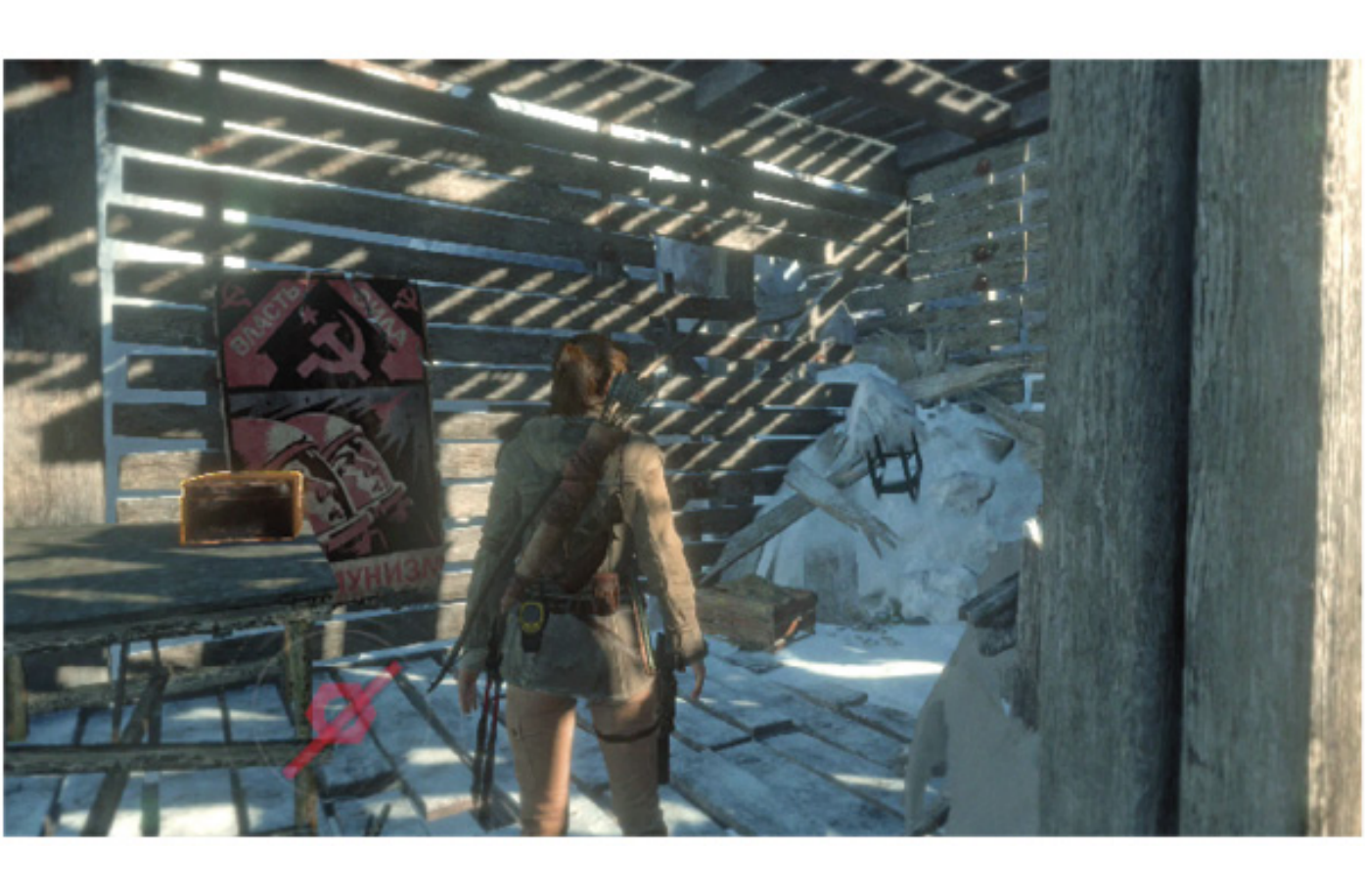


Burn seven Posters around the area. These are in developed areas of the map. A Fire Arrow attack takes care of them without wasting any time. Use Survival Instincts to spot the Posters, even at long range.

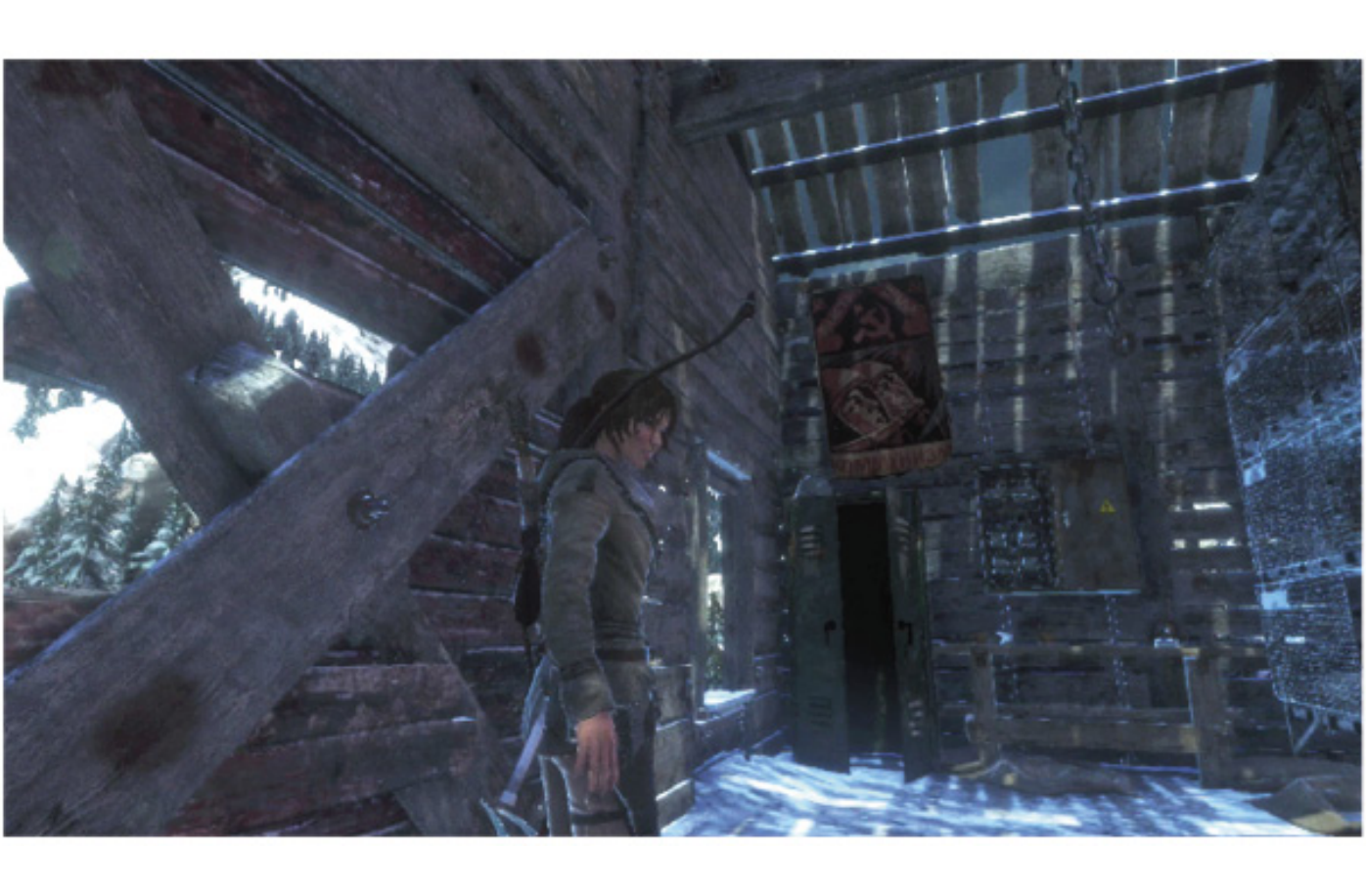
These cosmonaut Posters are all in the copper mill area.



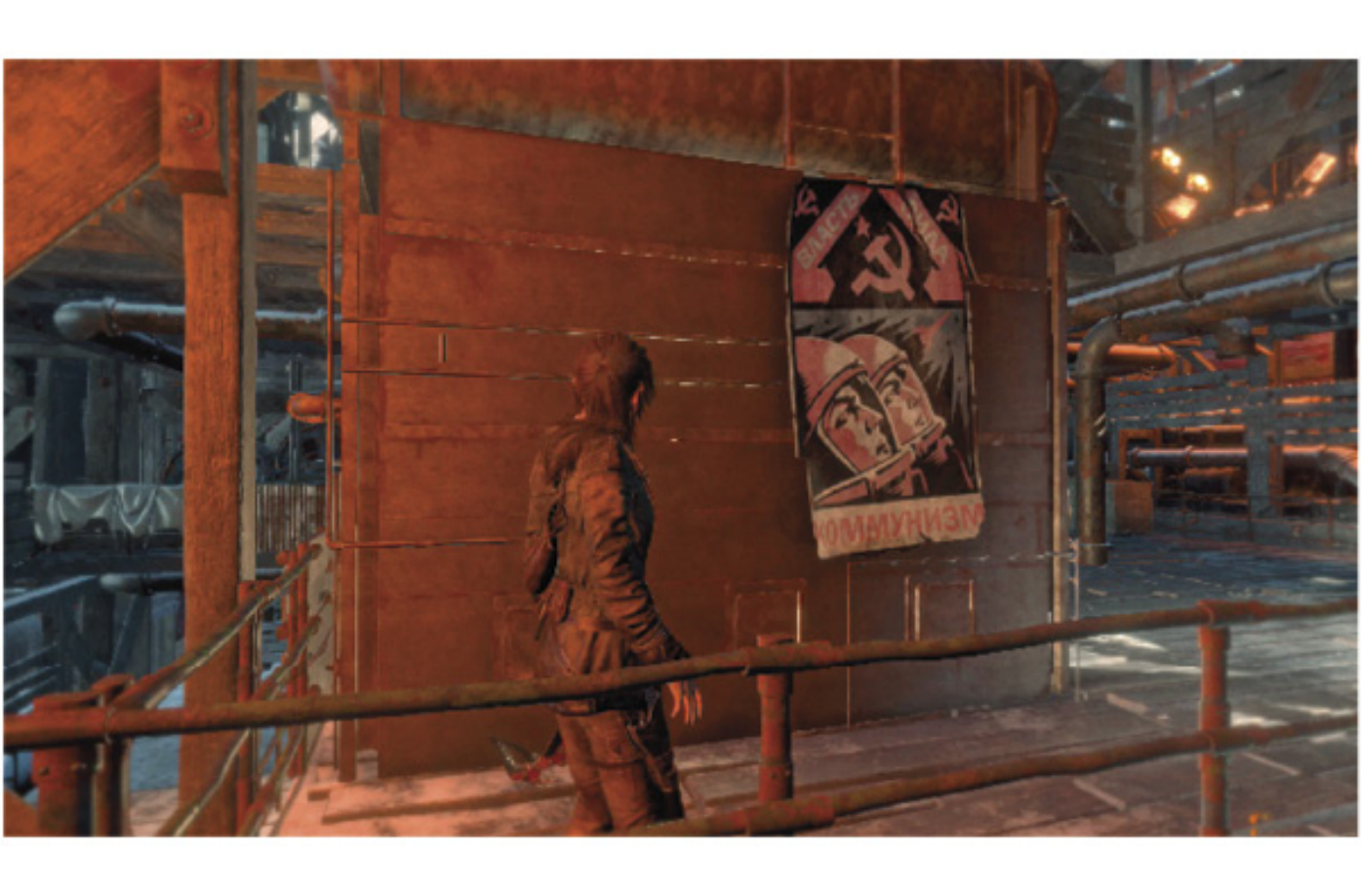
① A Poster is on the wall of the western, large building in the copper mill. You need to go much farther into the building, break through a Rope Coil, and slide down to that ledge to get to it.



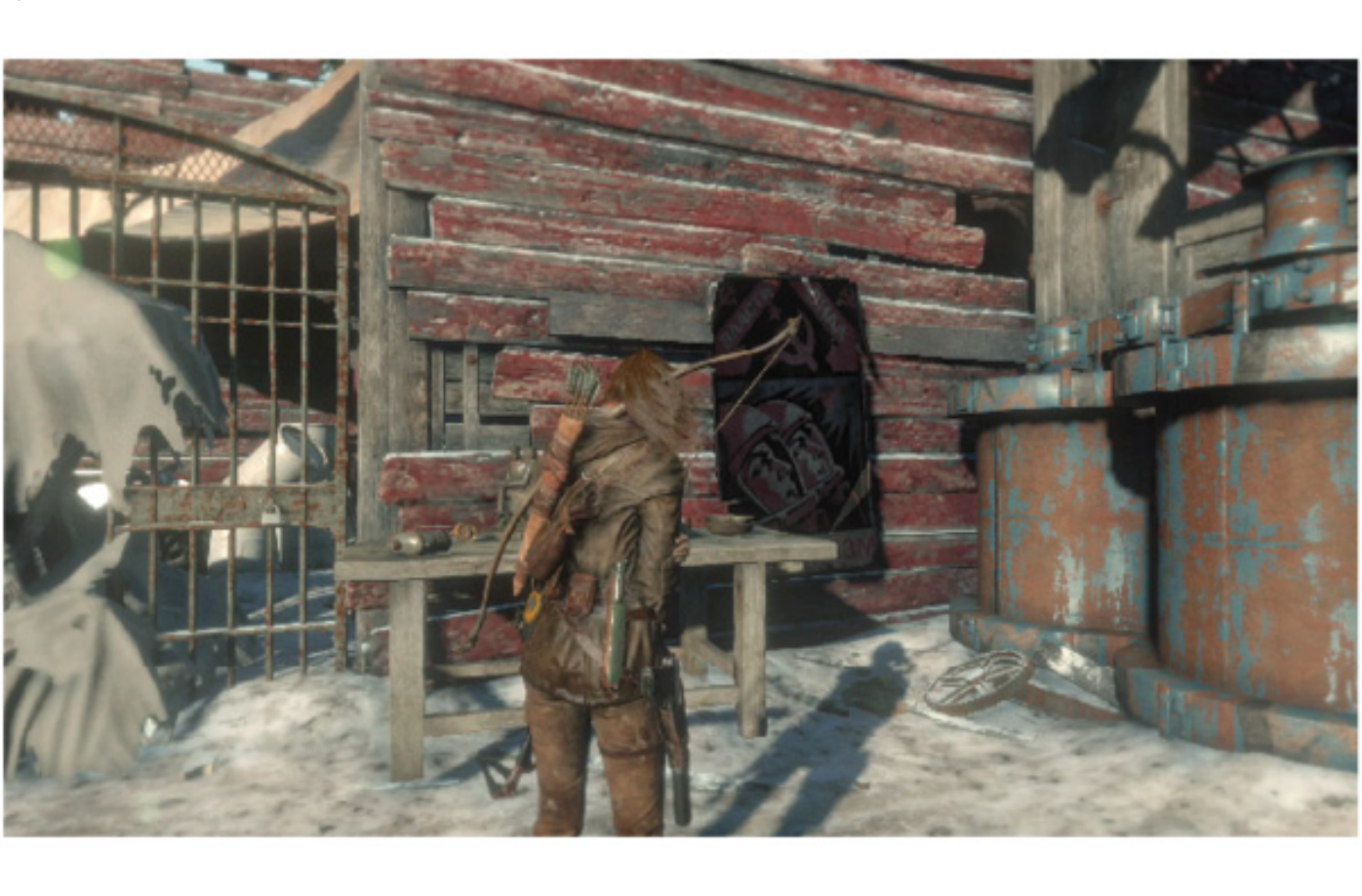
② Pass the room where you learn how to make Molotovs and go outside. Look up and spot a burnable barricade on a ledge above you. Burn it, and climb up to that locations. Inside is a Poster (and a Relic). Also, if you proceed into the next building, that's where you can break into the ramp that takes you to the Poster mentioned above.



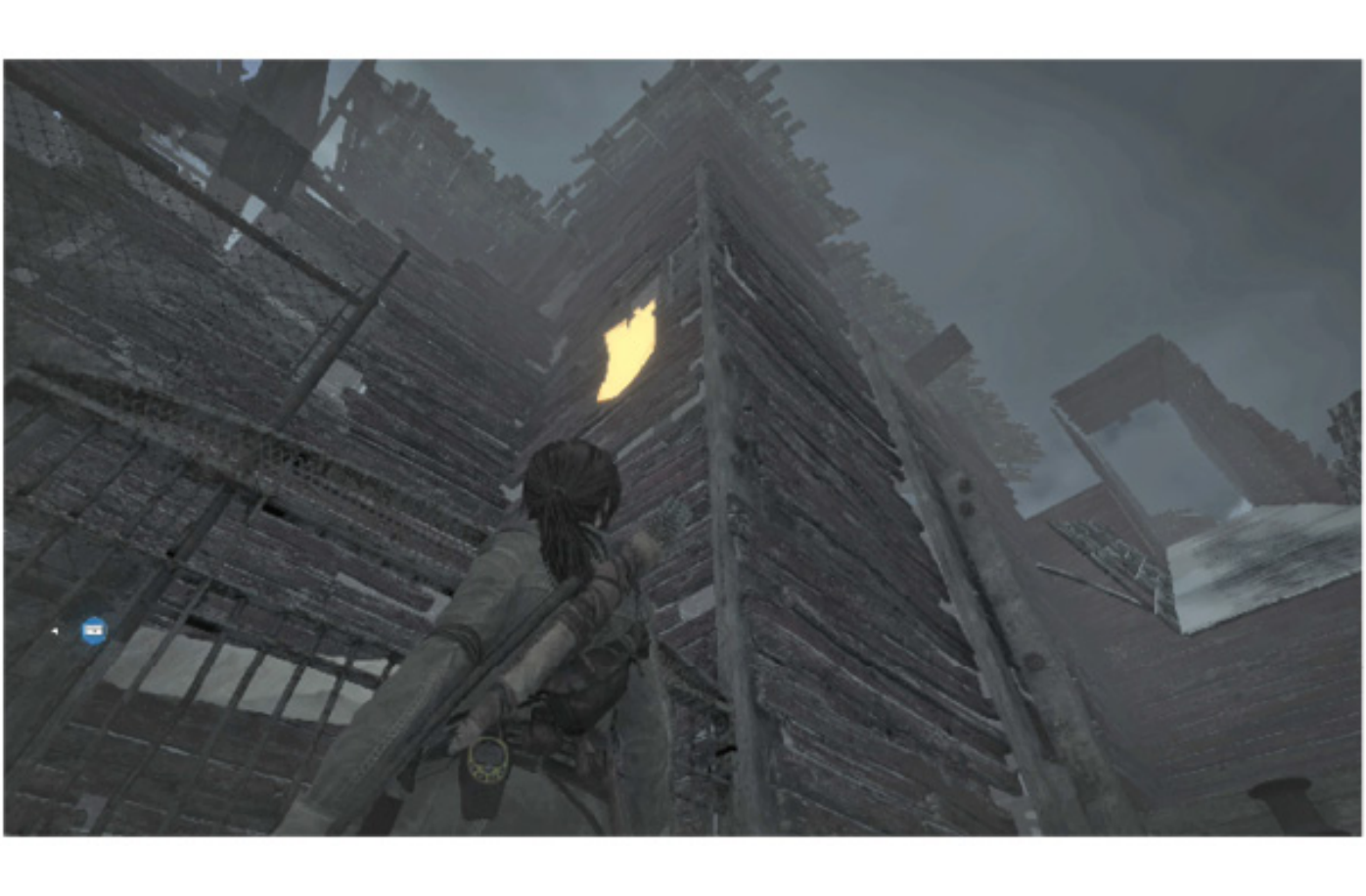
③ After climbing on the train car to get over the fence, break into a small room by pulling down some roped-together boards. A poster is on the wall inside.



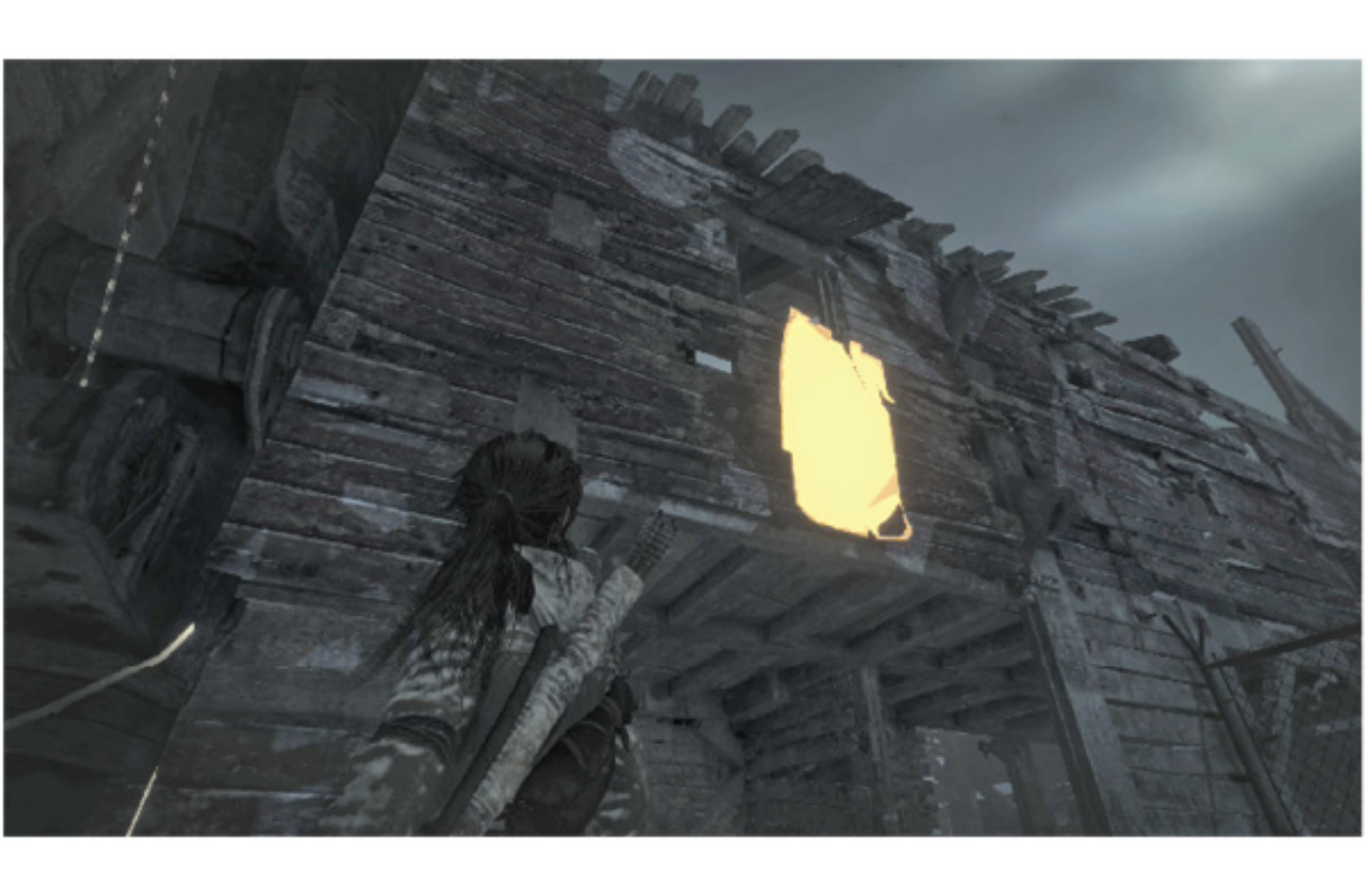
④ The very top section of the mill holds another Poster, on an inside ledge.



⑤ Use a rope arrow to pull down a set of boards overhead inside the top section of the mill. Jump and use your grappling hook to find a slide to a lower level with another Poster.

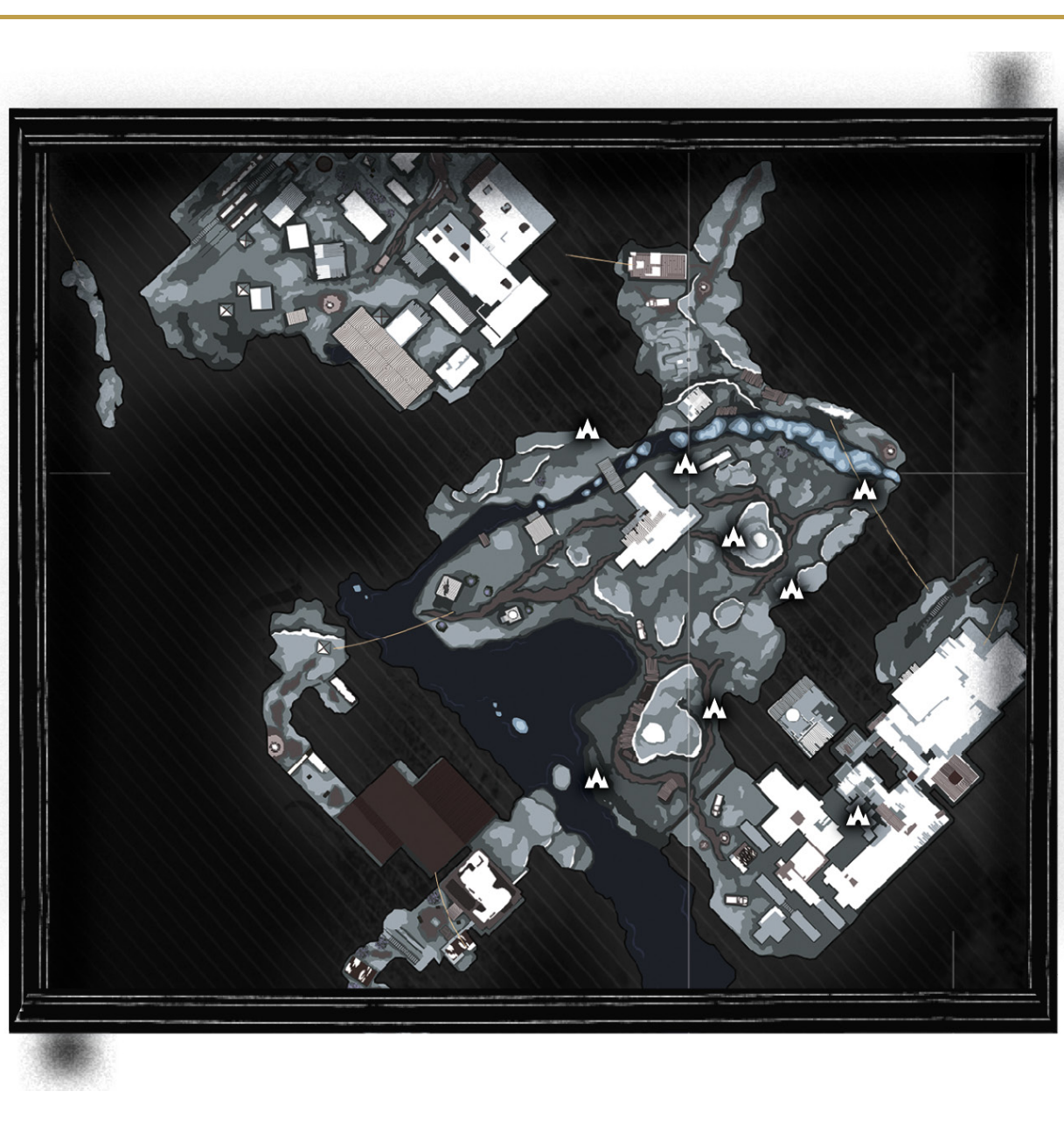


⑥ Toward the upper end of the building, you pass a series of optional ledges. Look way up over your head; the Poster is on a wall up there.



⑦ High in the building, you find a room with a breakable wall and a ramp down. Ignore this for now; look outside, on a tiny balcony with a box of Salvage. Turn around and use Survival Instincts to see the Poster hung above you. Destroy it to finish this Challenge.

INTO DARKNESS

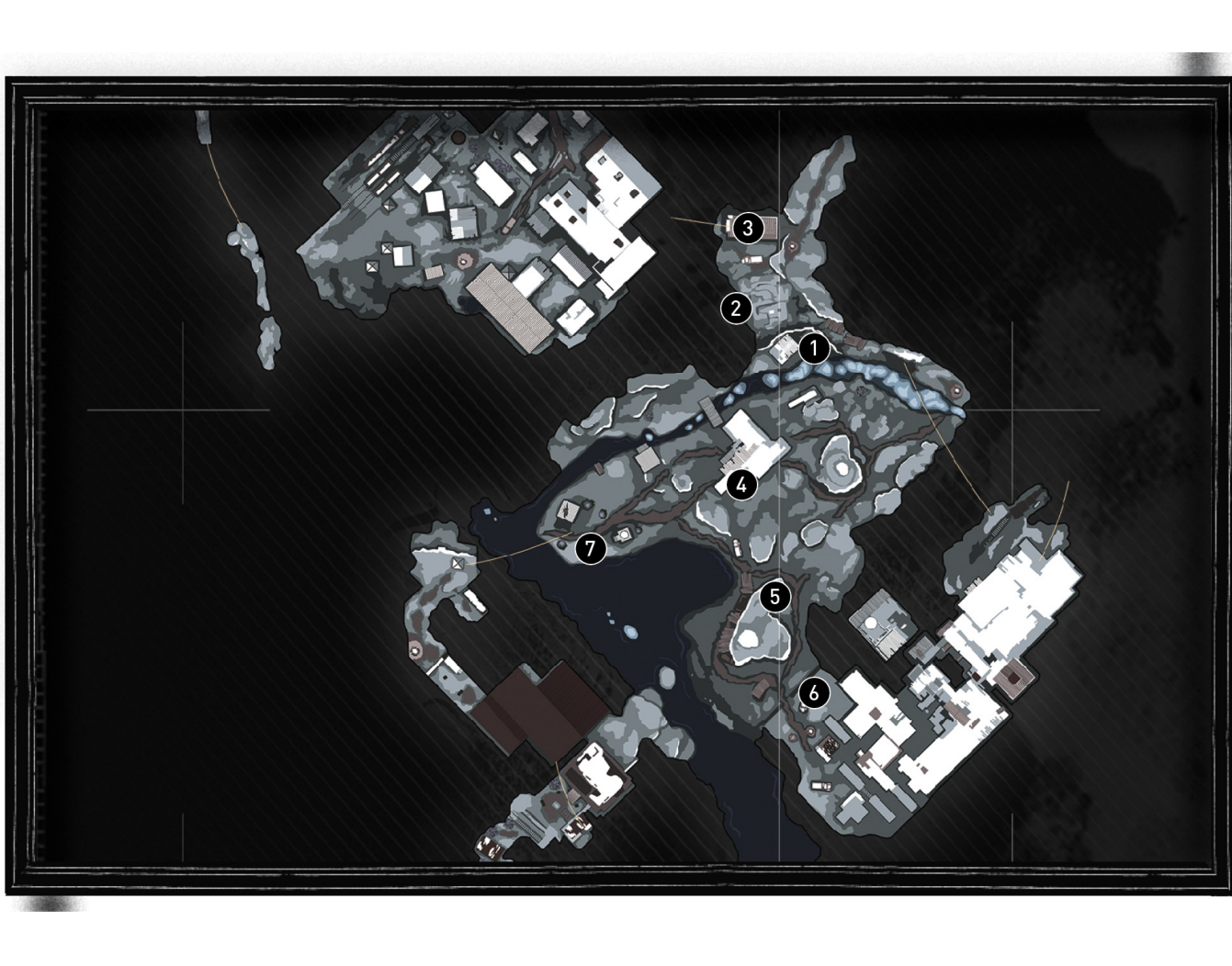


Enter five Caves around the map to get credit for this challenge. Most of these Caves are close to the Logging Camp area, and quite a few of them have other collectible items to snag while you're there.

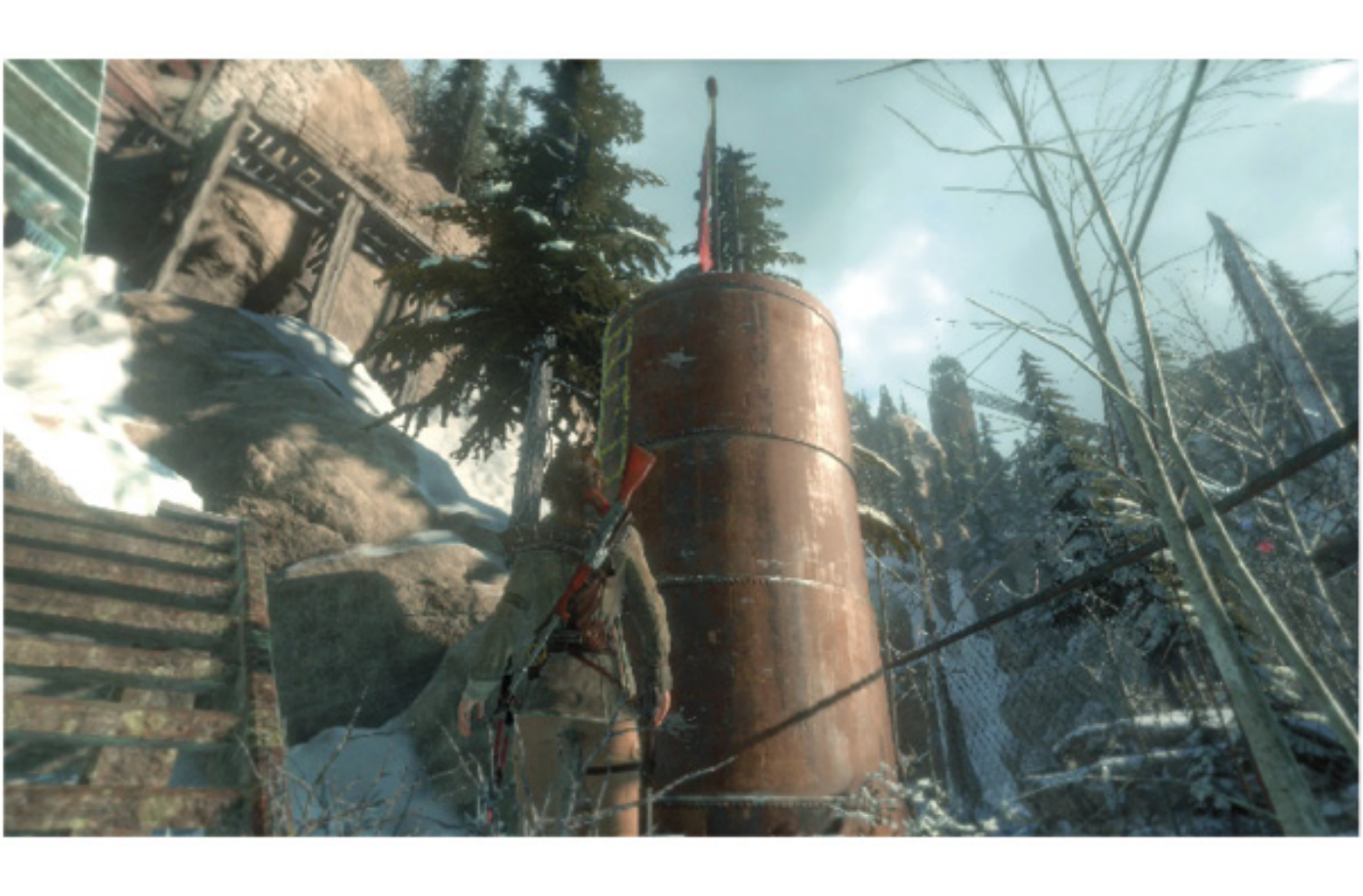
Take a look at the map and focus on the Caves around the area. Many of these are easy to get into because you only need to walk up to them. However, one is trickier. The Cave north of the lumber mill is a Tomb Entrance. You have to shoot the log that's hanging over a wooden circle of flooring to get into the cave.

Other than that, you only need to run into the Caves, get credit, and leave whenever you're done exploring each one. You won't even have to go all the way into the Caves if you don't want to.

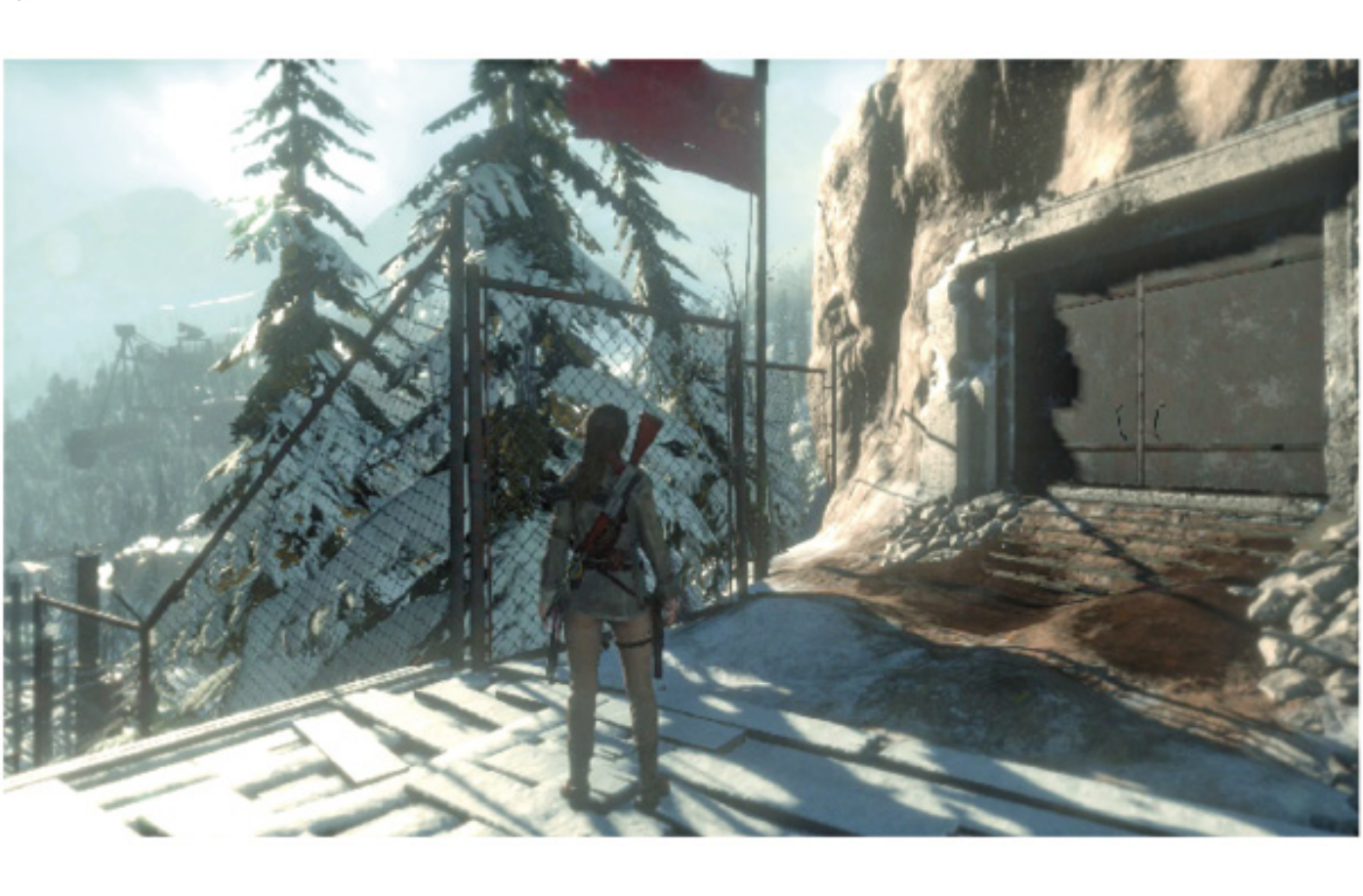
Capture the FlagOnce you get the Combat Knife (later in the game), you should return to this map and look for seven Soviet Flags. Cut these down by walking underneath them and Interacting with the pole to sever the rope that is holding up the Flag.



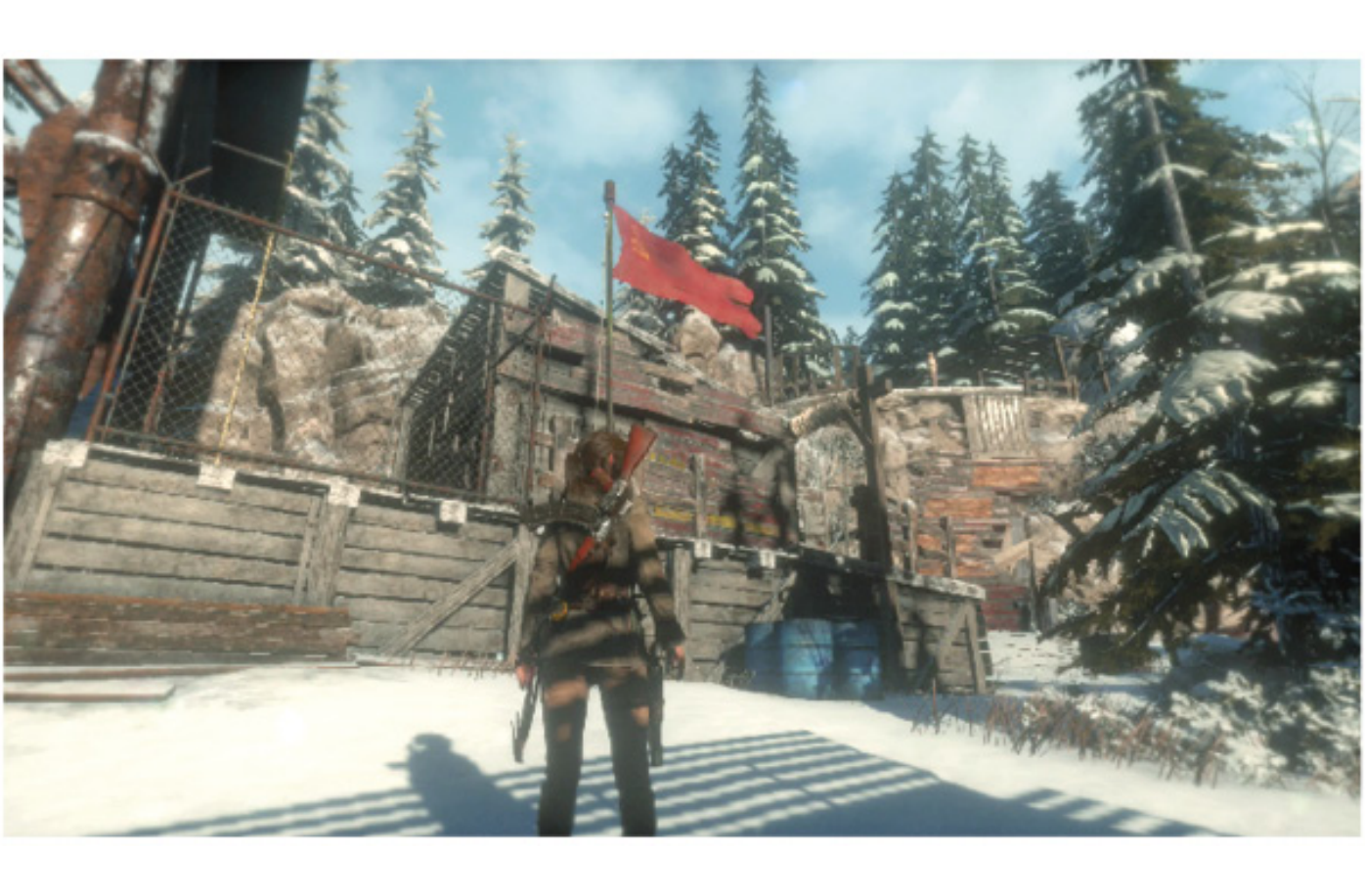
All seven of the Flags are in the central portion of this map. For additional help, look at the map here and the pictures below.



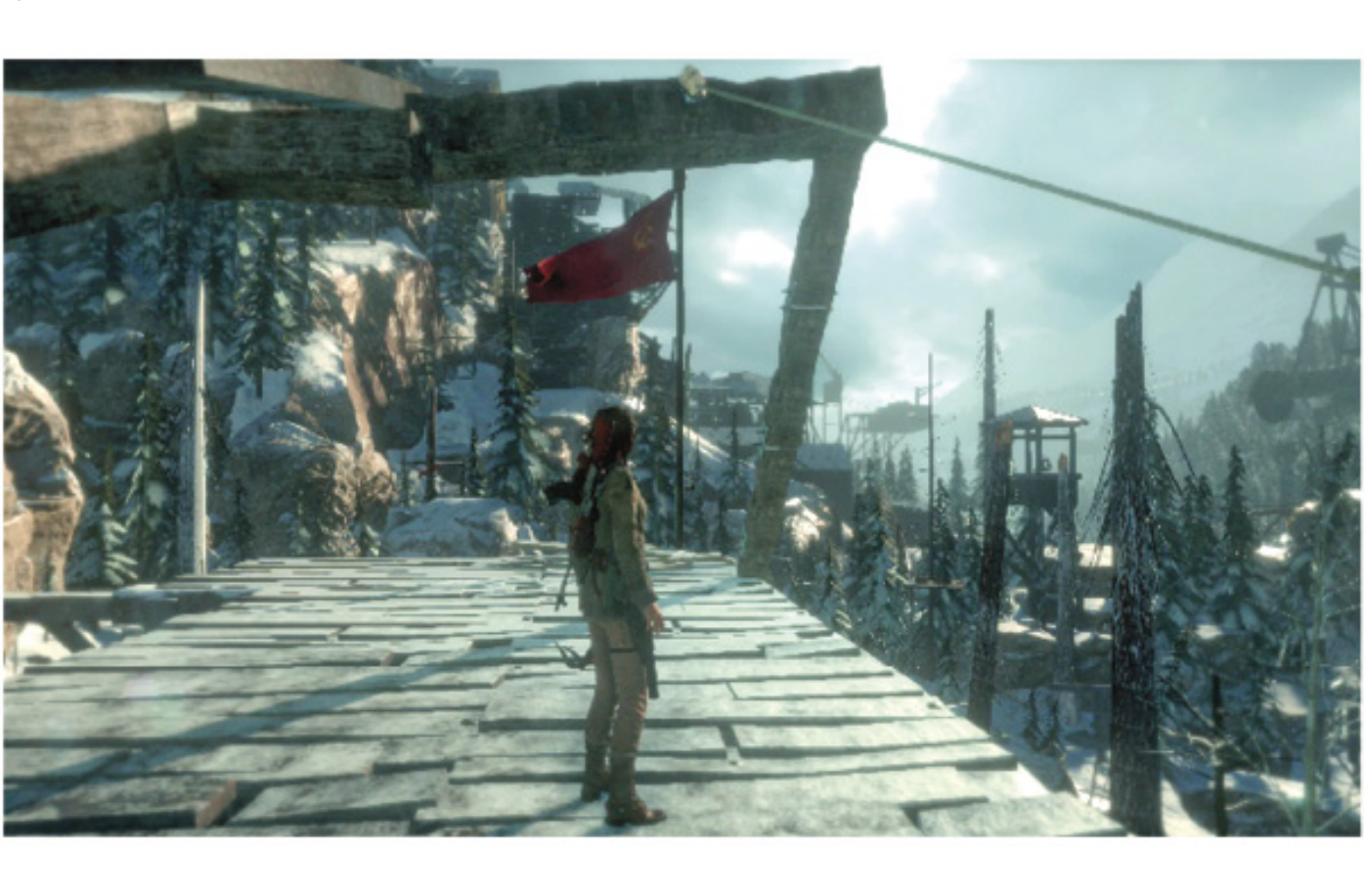
① S of Communications Tower: A water tower has a Flag mounted above it.



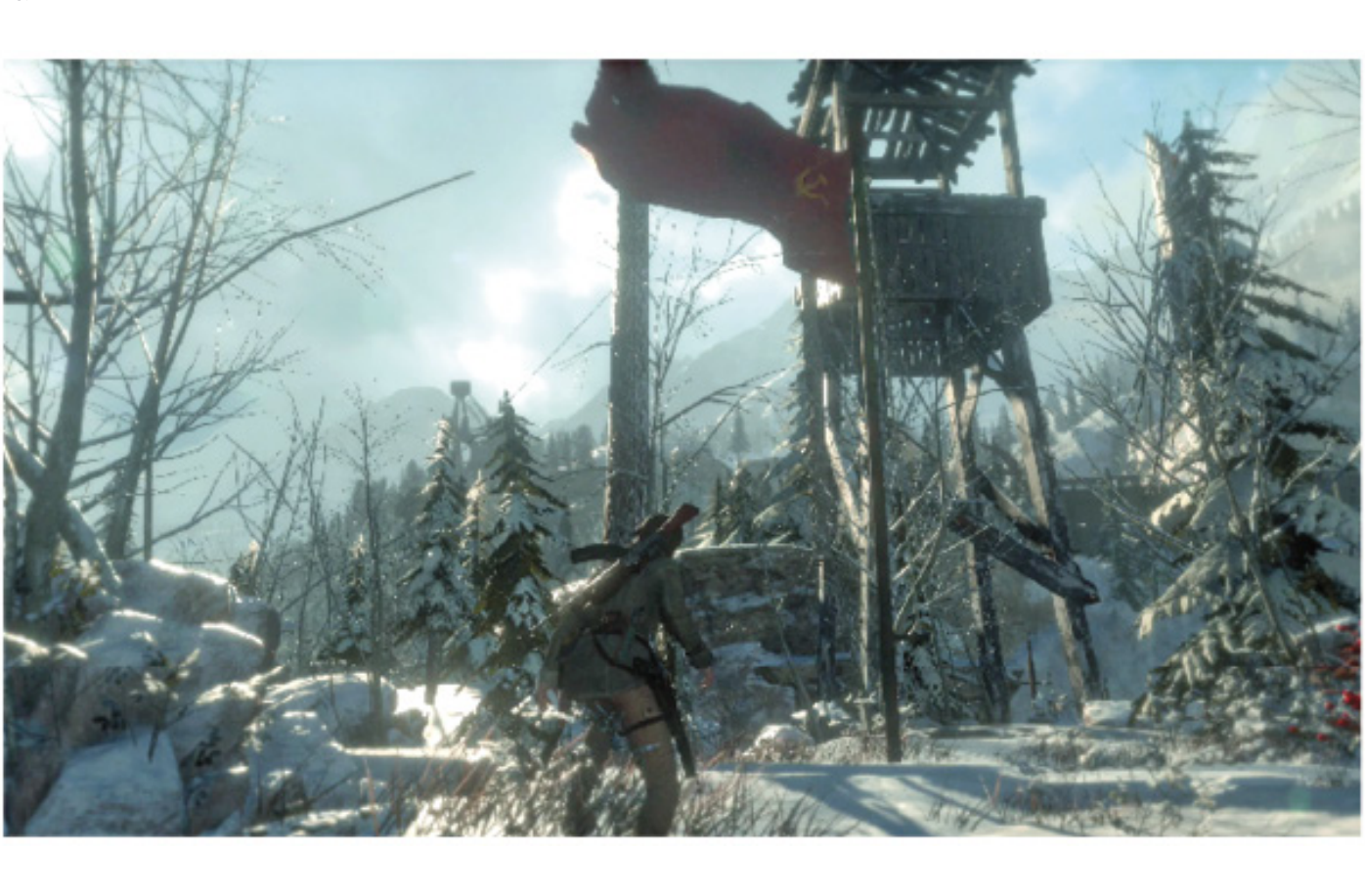
② SW of Communications Tower: Climb up through the stairways that lead onto the higher hills and look for a Flag just before you reach the top.



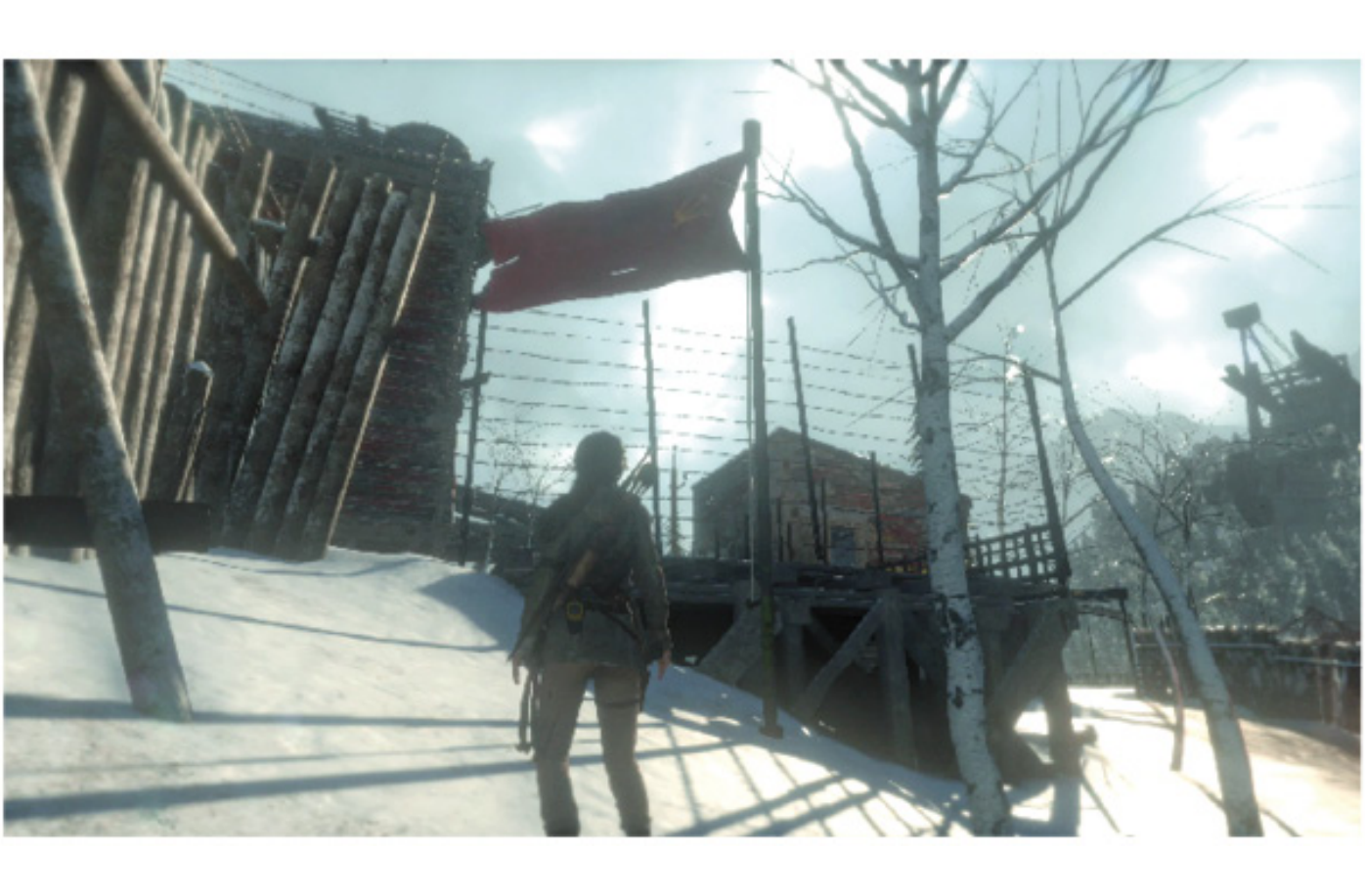
③ W of Communications Tower: This one is just outside of the Supply Shack.



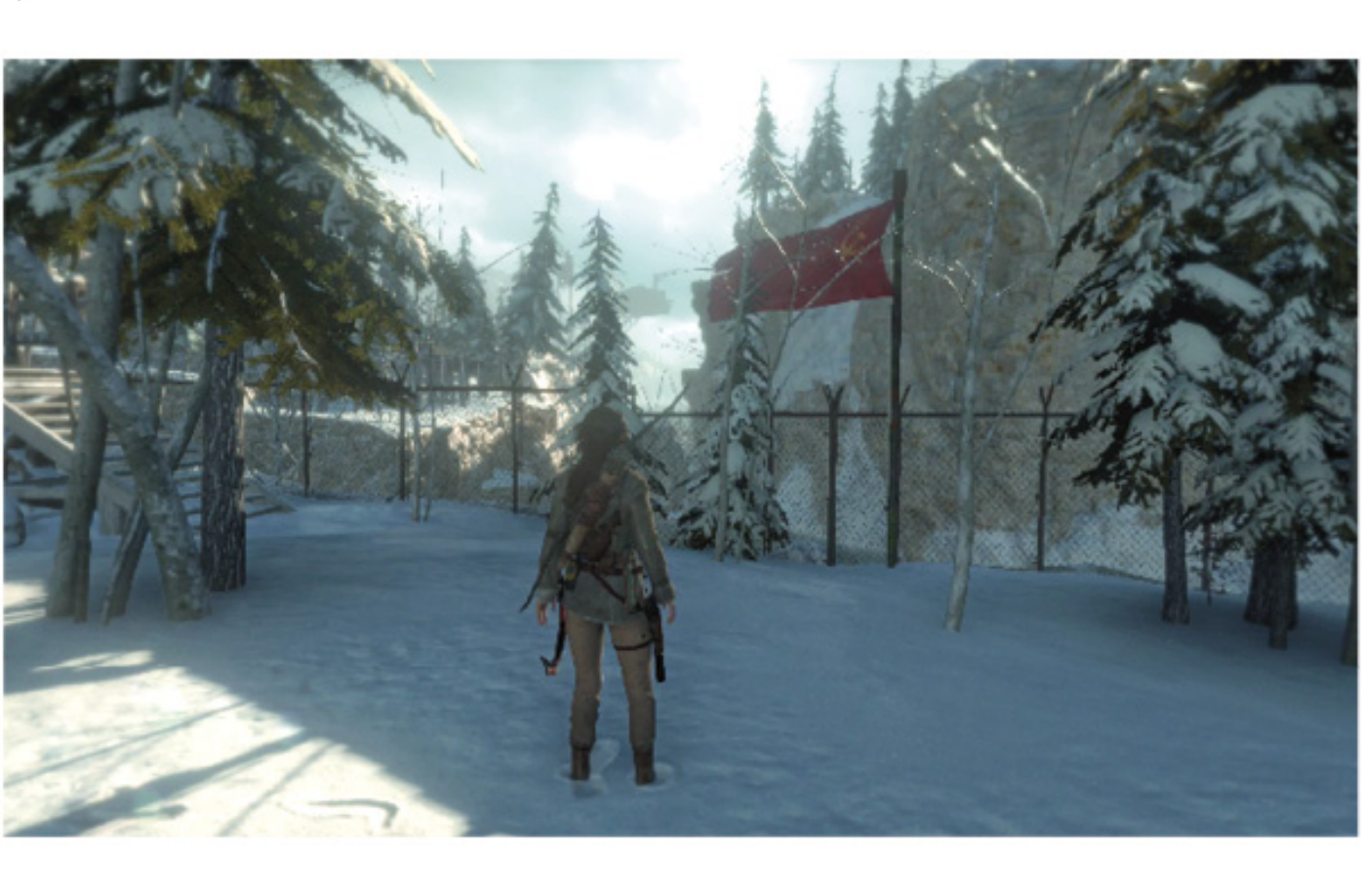
④ E of Logging Camp: Get onto the upper level of the lumber mill and look at the corner of the platform.



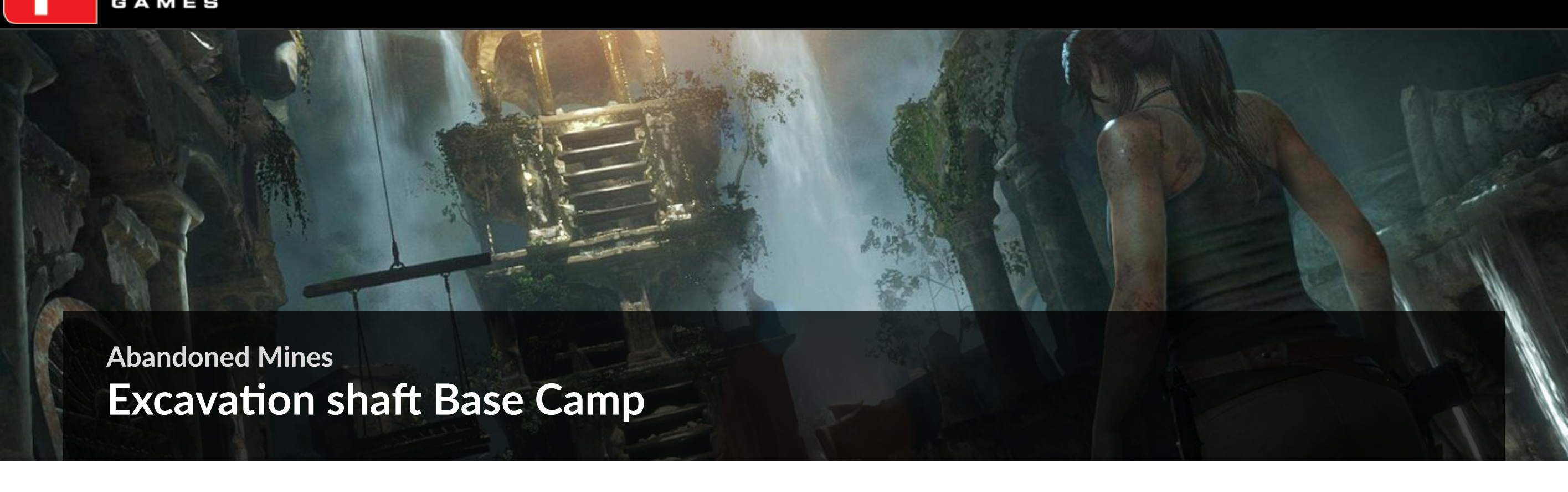
⑤ N of Copper Mill Yard: Look for a junction in the paths. This Flag is on a tiny hill nearby.



⑥ Beside Copper Mill Yard: A Flag is flying over this Base Camp.

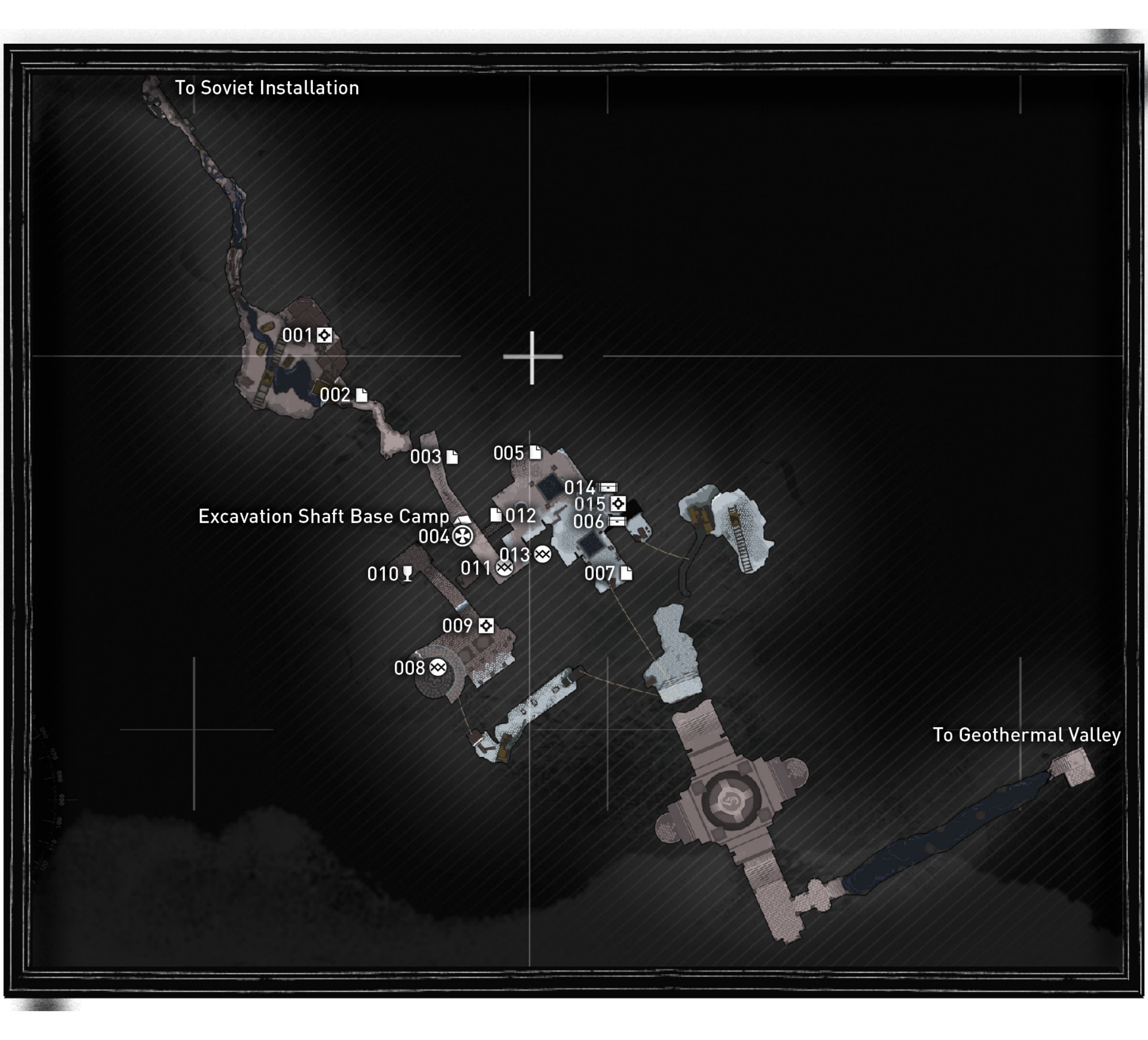


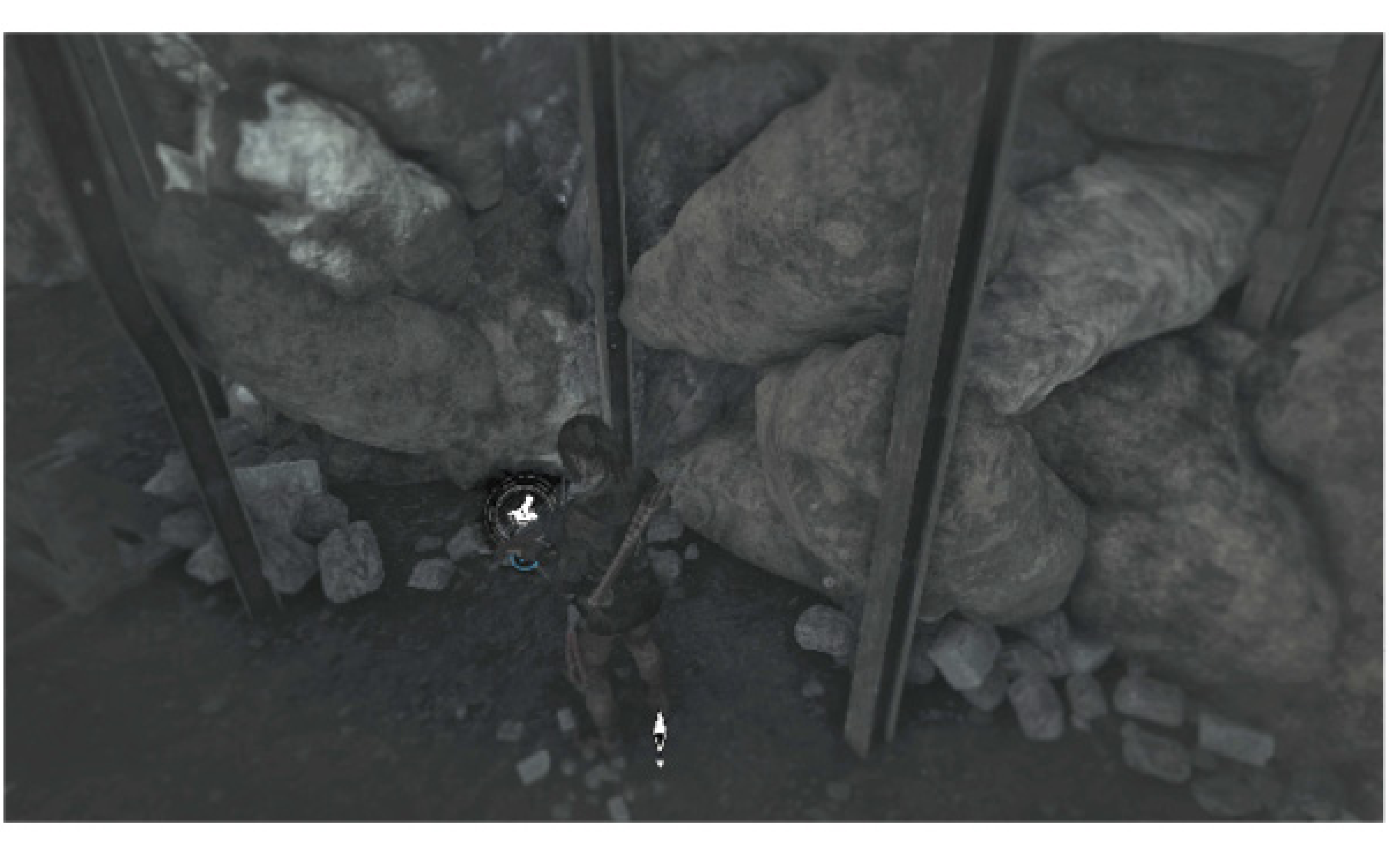
⑦ S of Logging Camp: This Flag is near the edge of the cliff, close to camp.



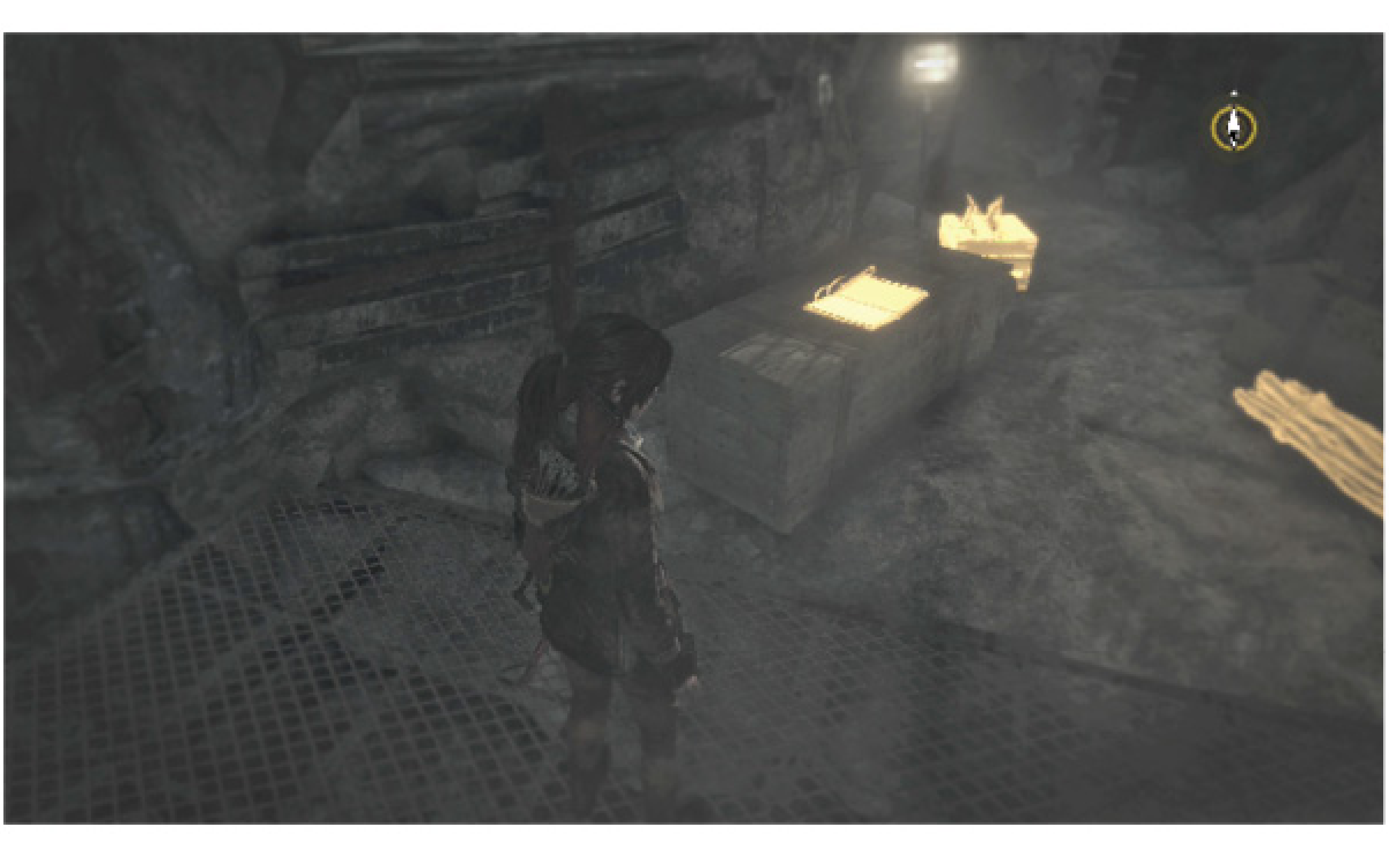
Abandoned Mines

Excavation shaft Base Camp

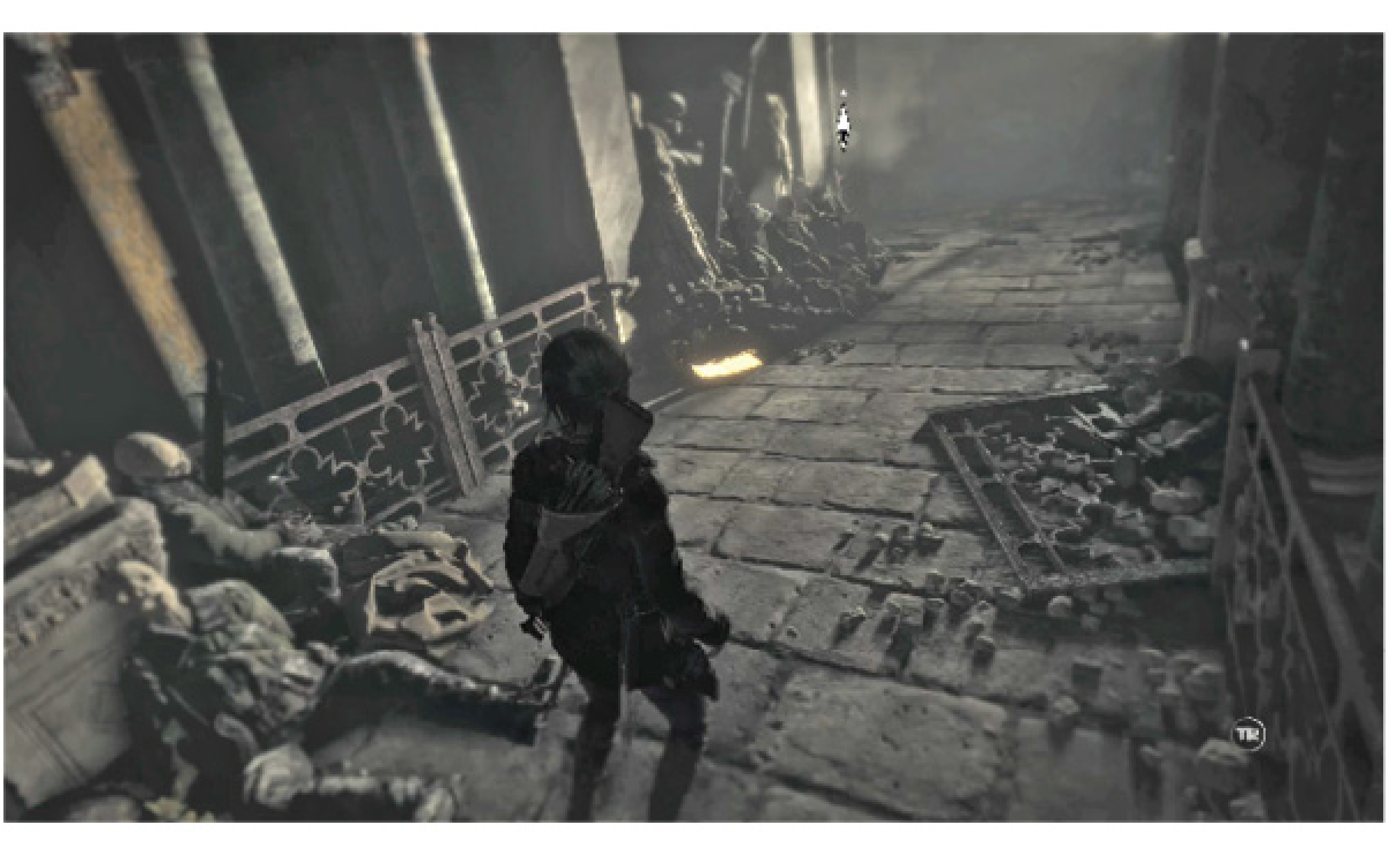




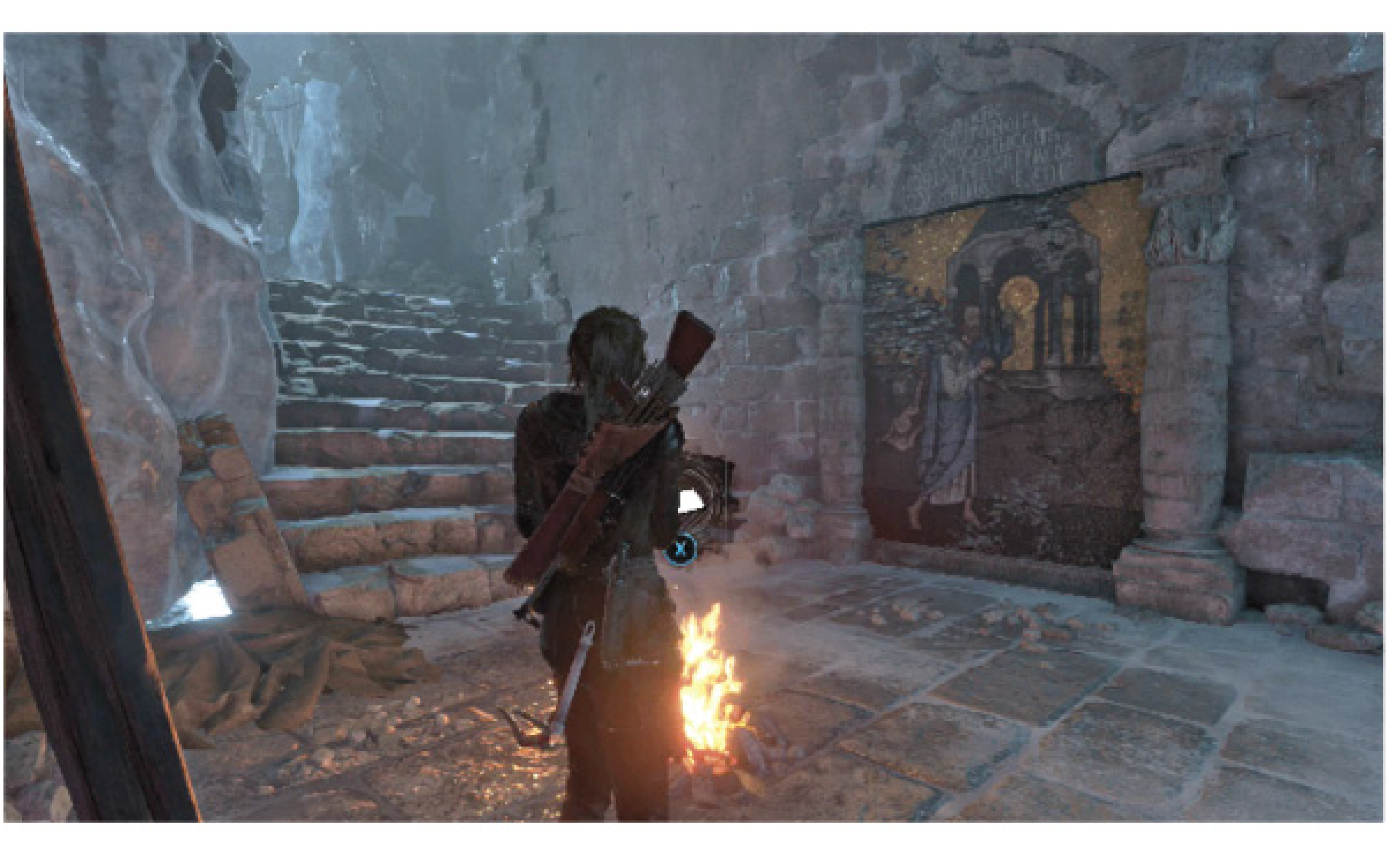
001 NW of Pantheon Corridor: The elevator room has a **Survival Cache** near the northern wall.



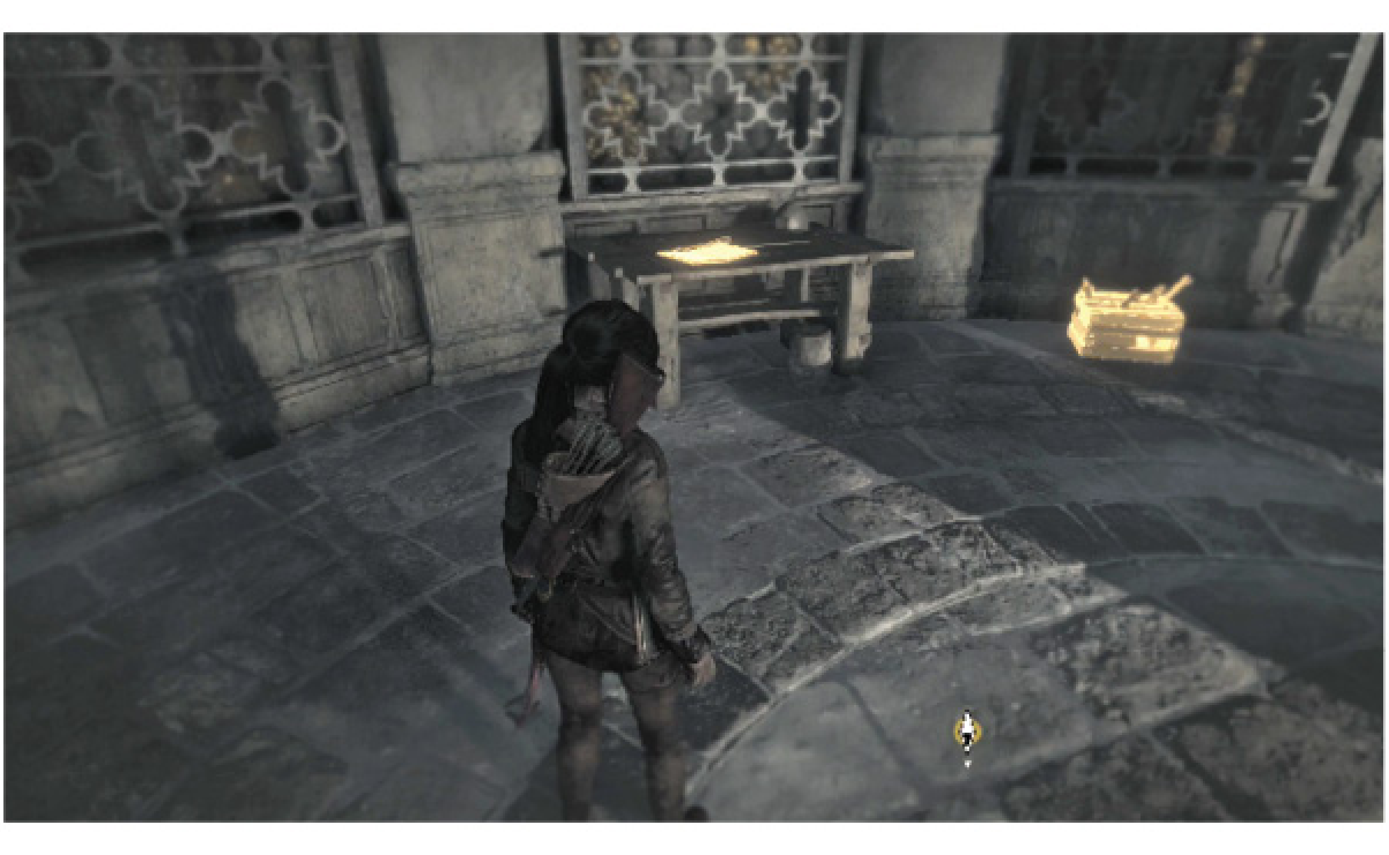
002 NW of Pantheon Corridor: Get to the top of the elevator and search for a **Document** on the northern side of the corridor.



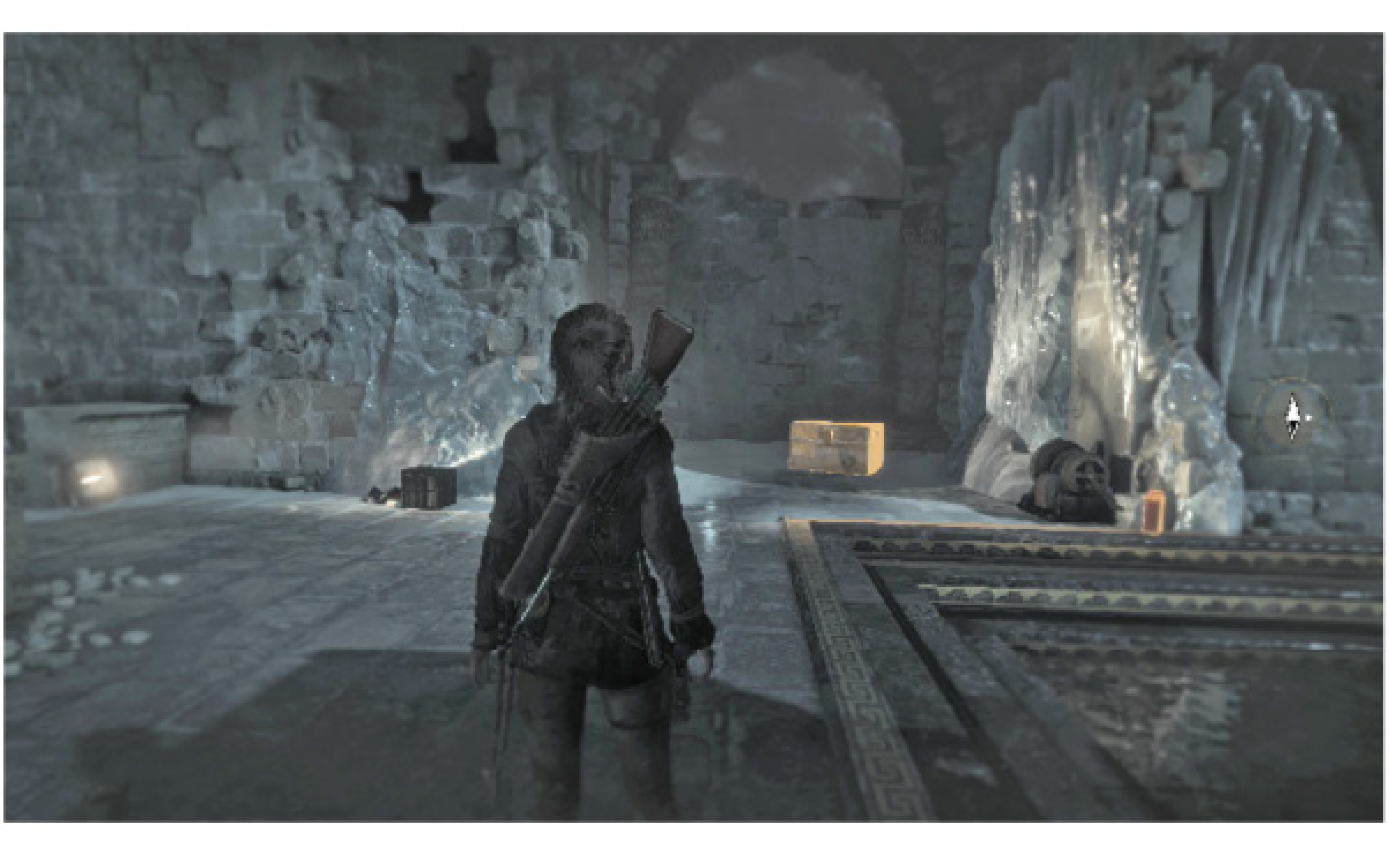
003 NW of Pantheon Corridor: Another **Document** is at the north end of the tunnel that leads into the Base Camp.



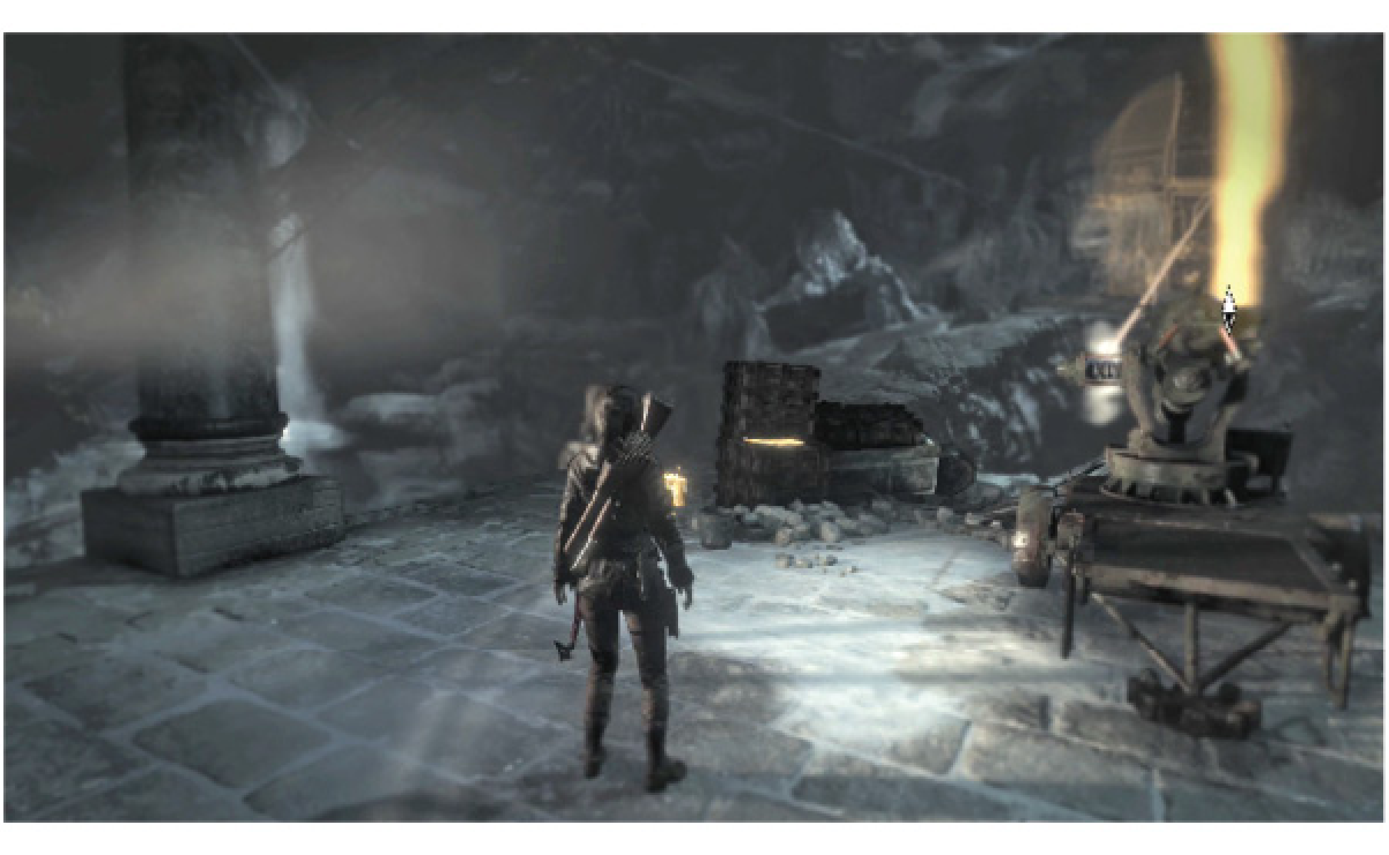
004 Beside Pantheon Corridor: A **Mural** is located almost inside the camp.



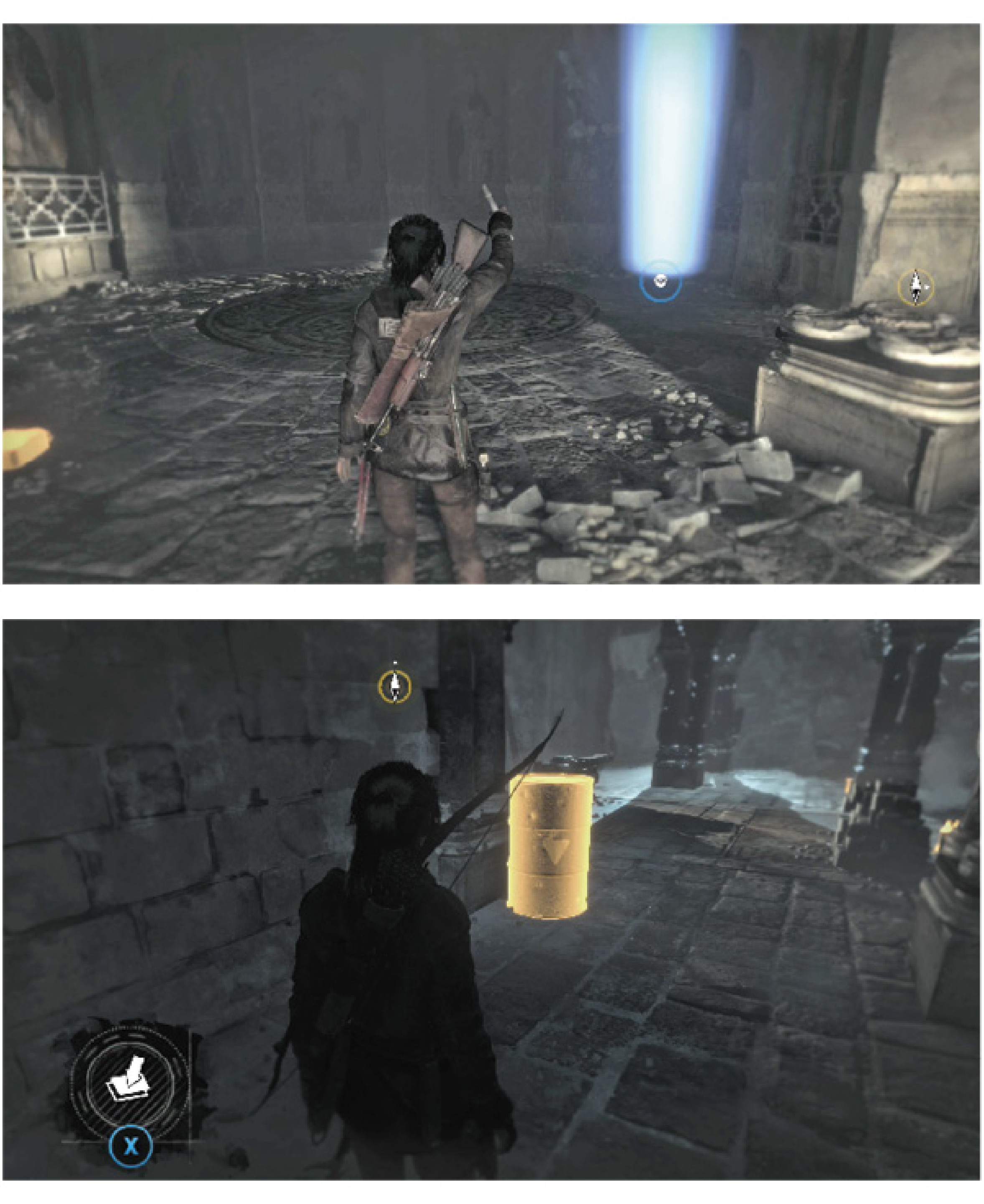
005 NE of Pantheon Corridor: A **Document** is on a table along the round, northern half-circle of the map.



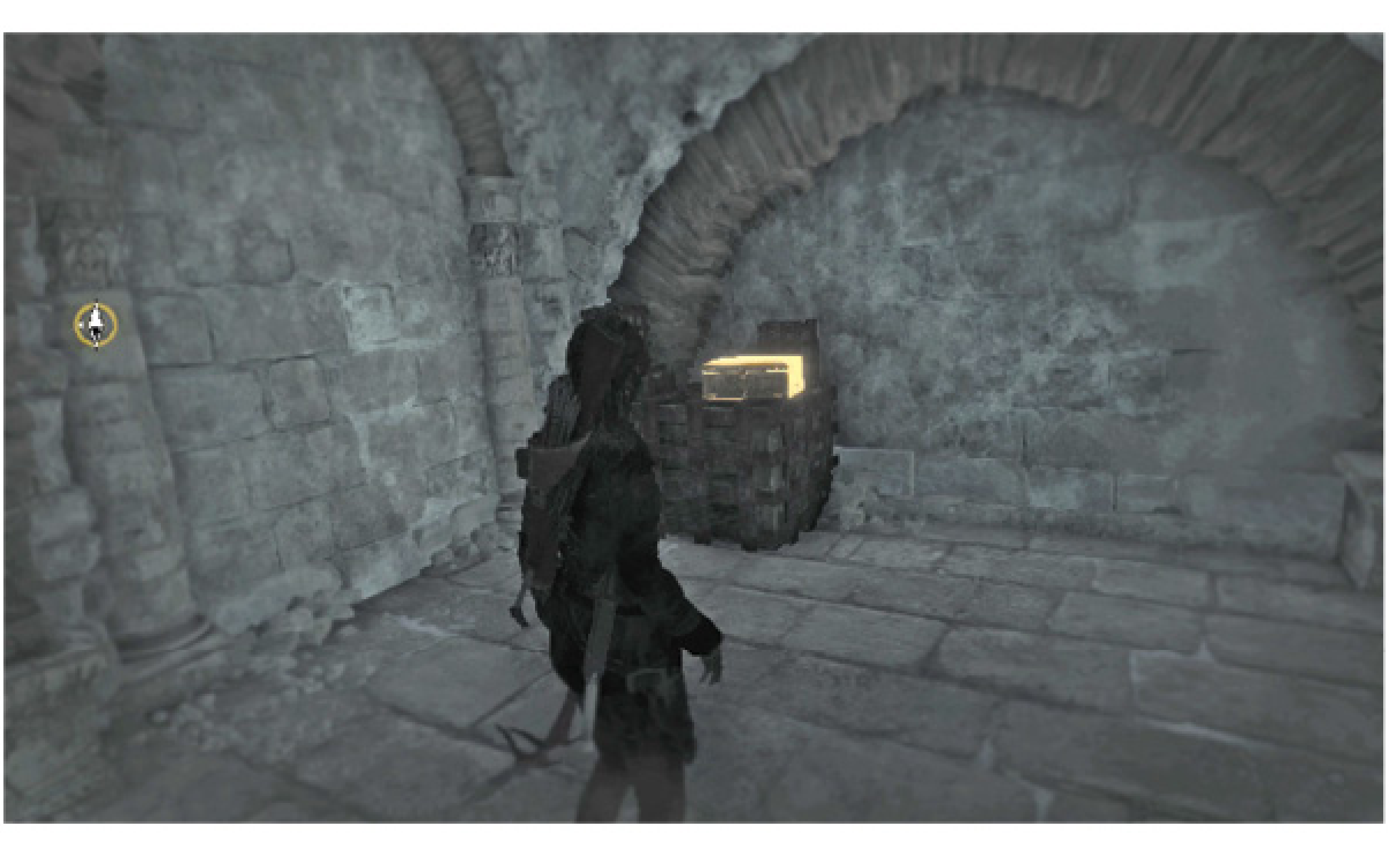
006 E of Pantheon Corridor: Look for a **Strongbox** near a shallow pool.



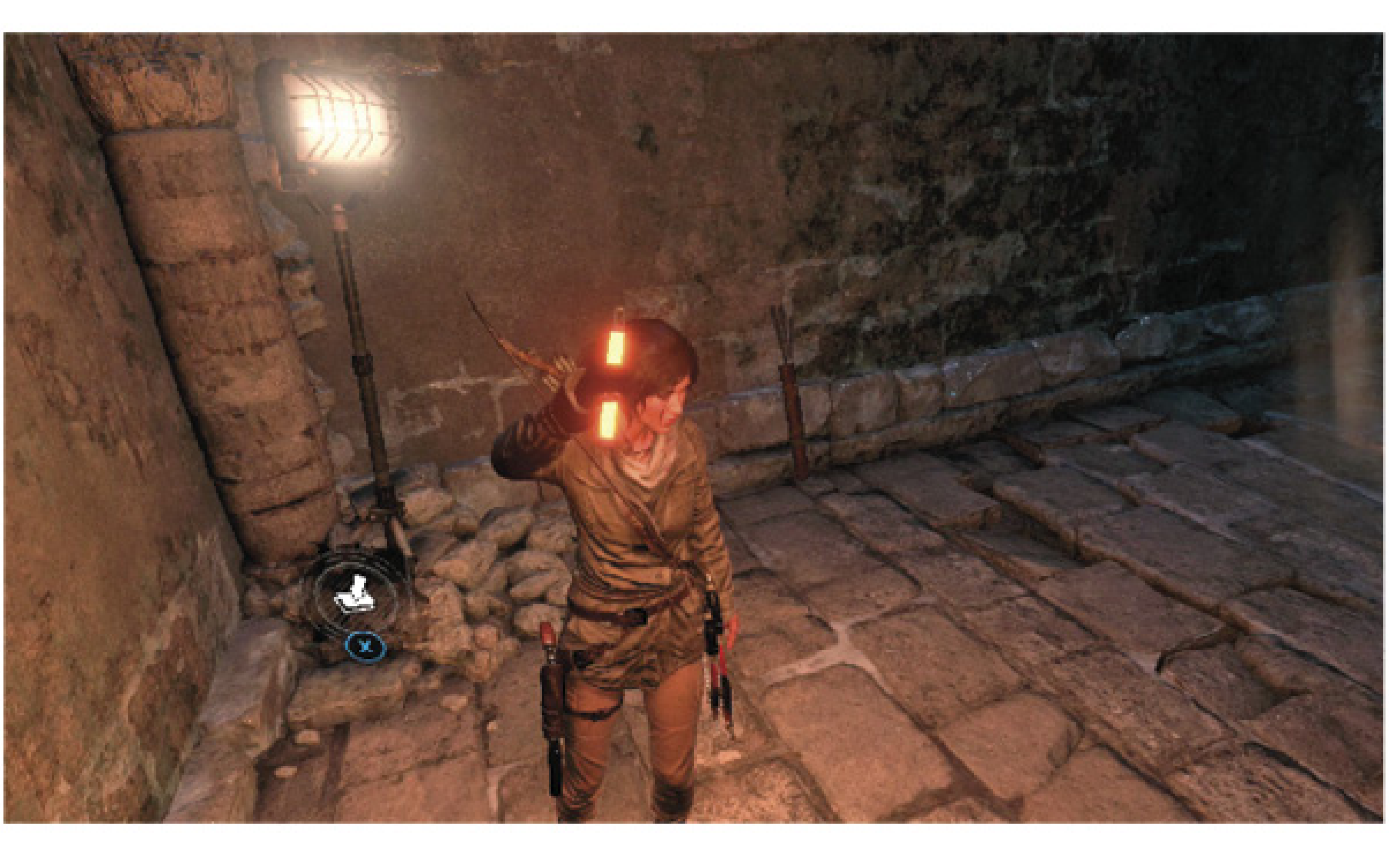
007 SE of Pantheon Corridor: a **Document** is near the zip line that leads toward the main gate.



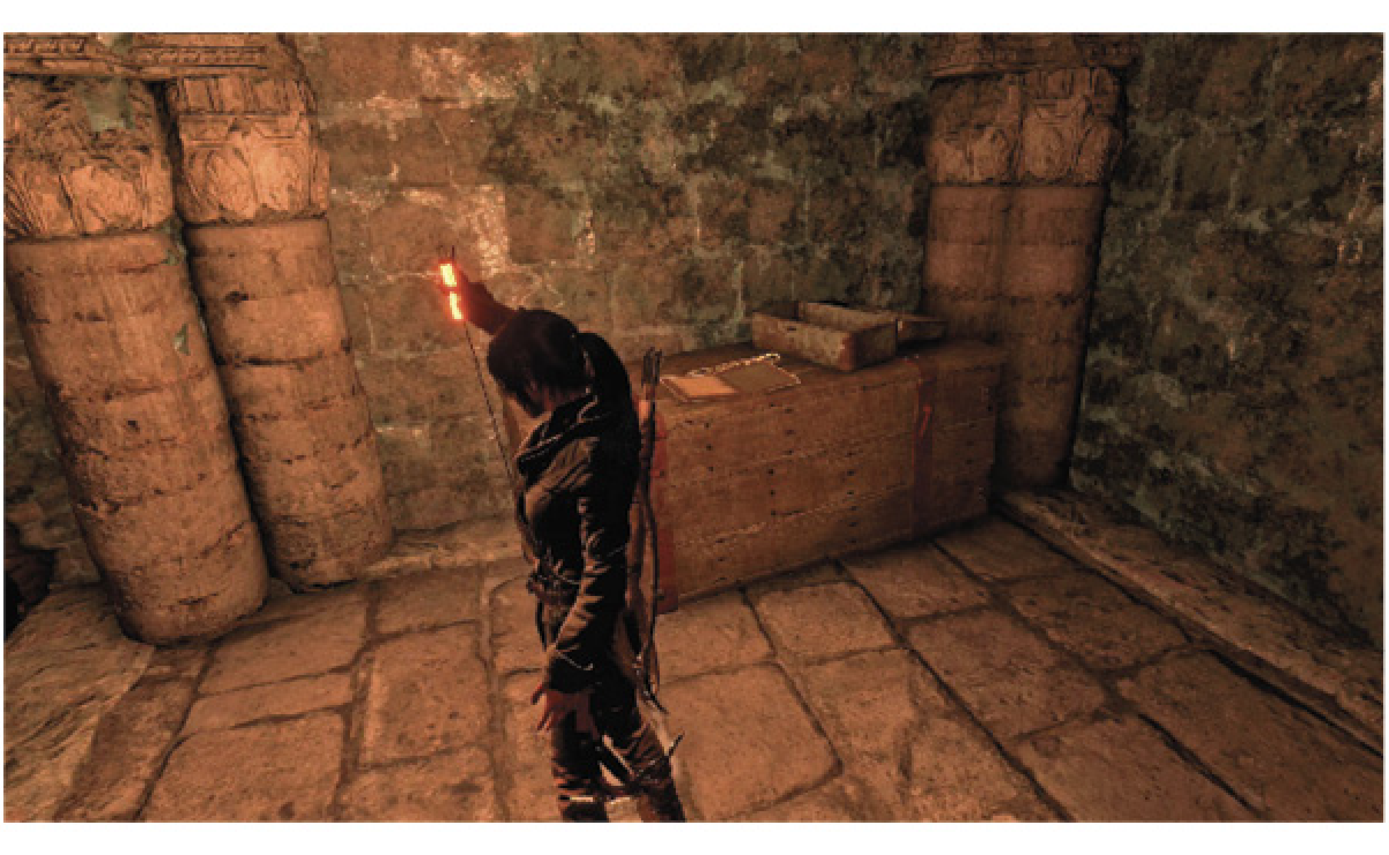
008 **009** S of Pantheon Corridor: After taking two zip lines you get to a large room that has a **Coin Cache** on the western side, a **Survival Cache** near the northern exit, and a Monolith on a small eastern ledge.



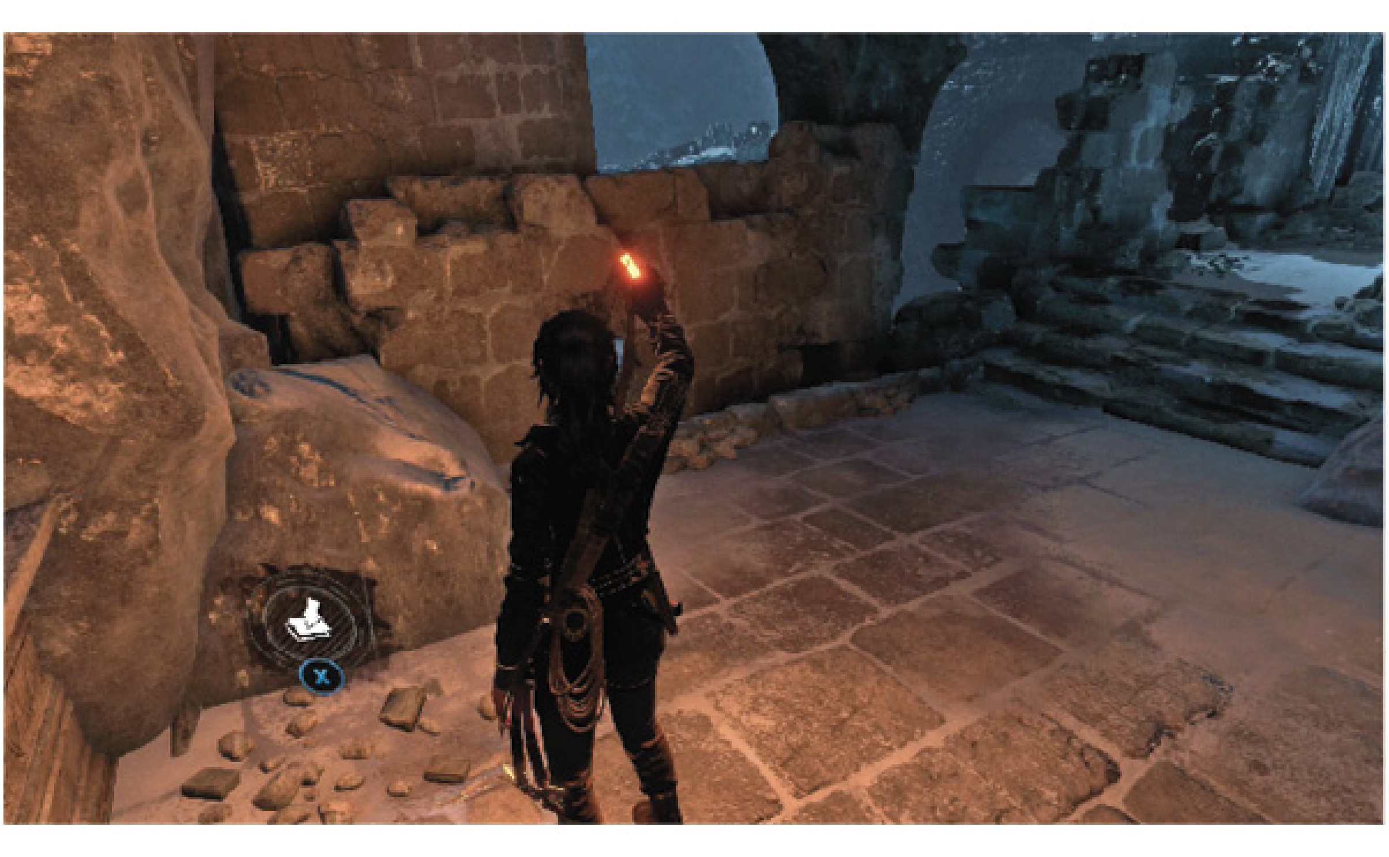
010 SW of Pantheon Corridor: Take the northern exit from the last room and search the western wall of the next area for a **Relic**.



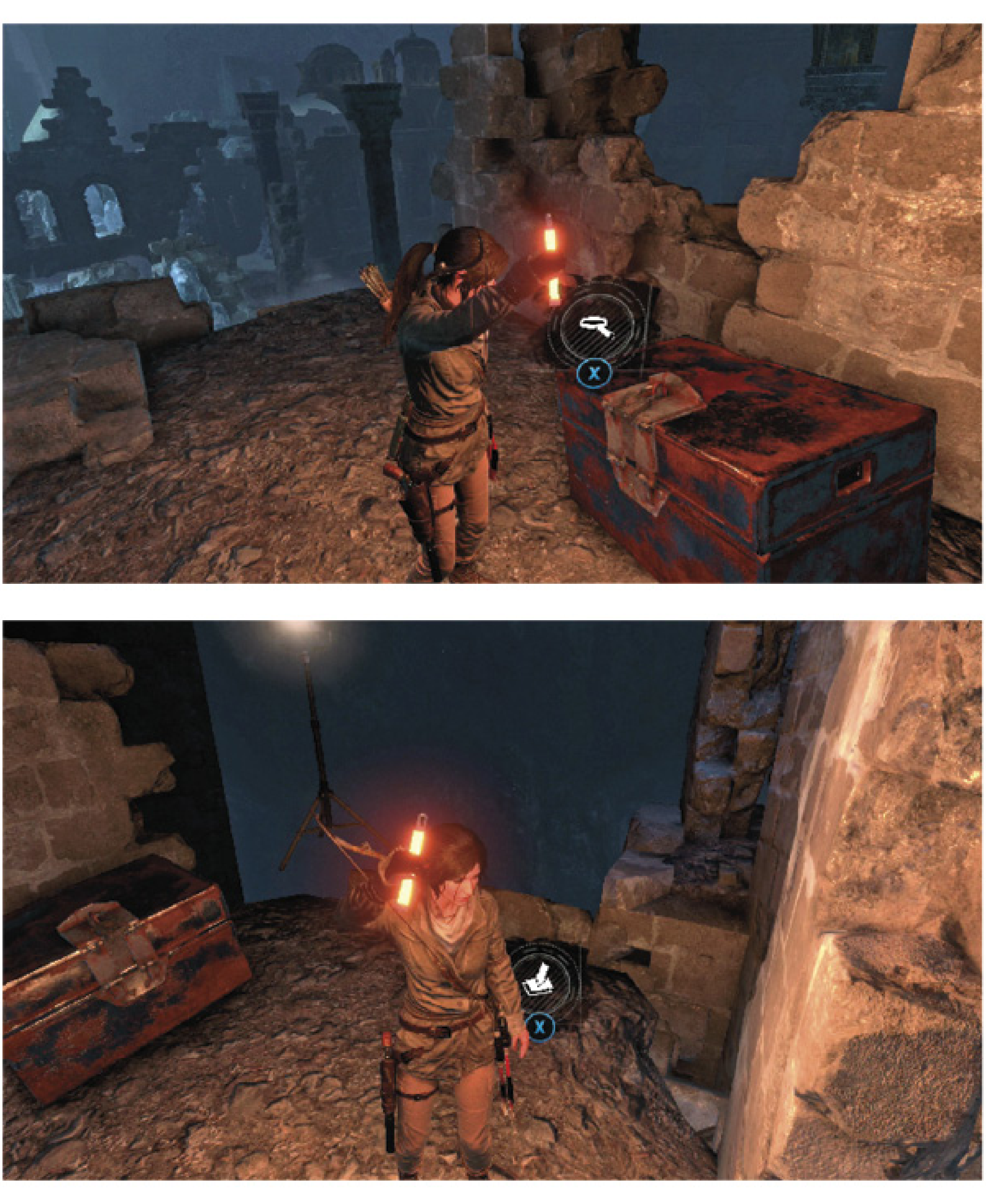
011 Below Pantheon Corridor: You travel through an underground area while making your way back to the Base Camp above. While down there, search for a **Coin Cache** at the southern part of the tunnels.



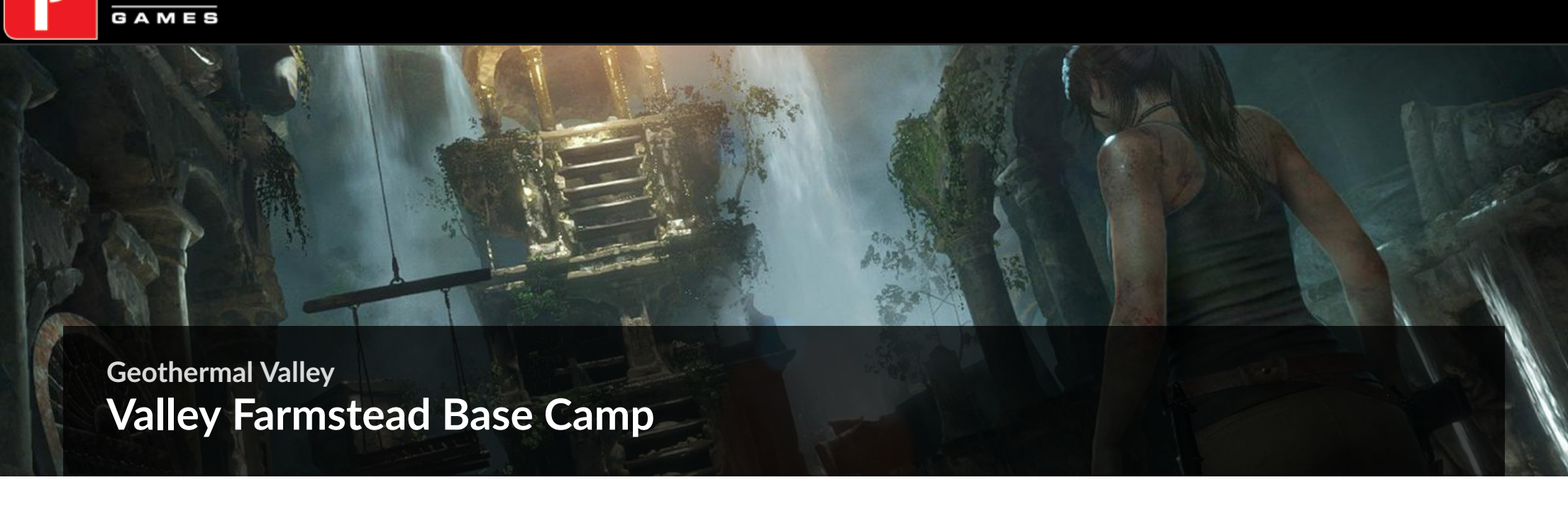
012 E of Pantheon Corridor: You go through a subterranean tunnel while trying to break open the larger gate. Get a **Document** that is only a tiny distance east of the Base Camp before climbing back to the surface.



013 E of Pantheon Corridor: After an ambush by Trinity Soldiers, you should search the eastern wall of the area for a **Coin Cache**.

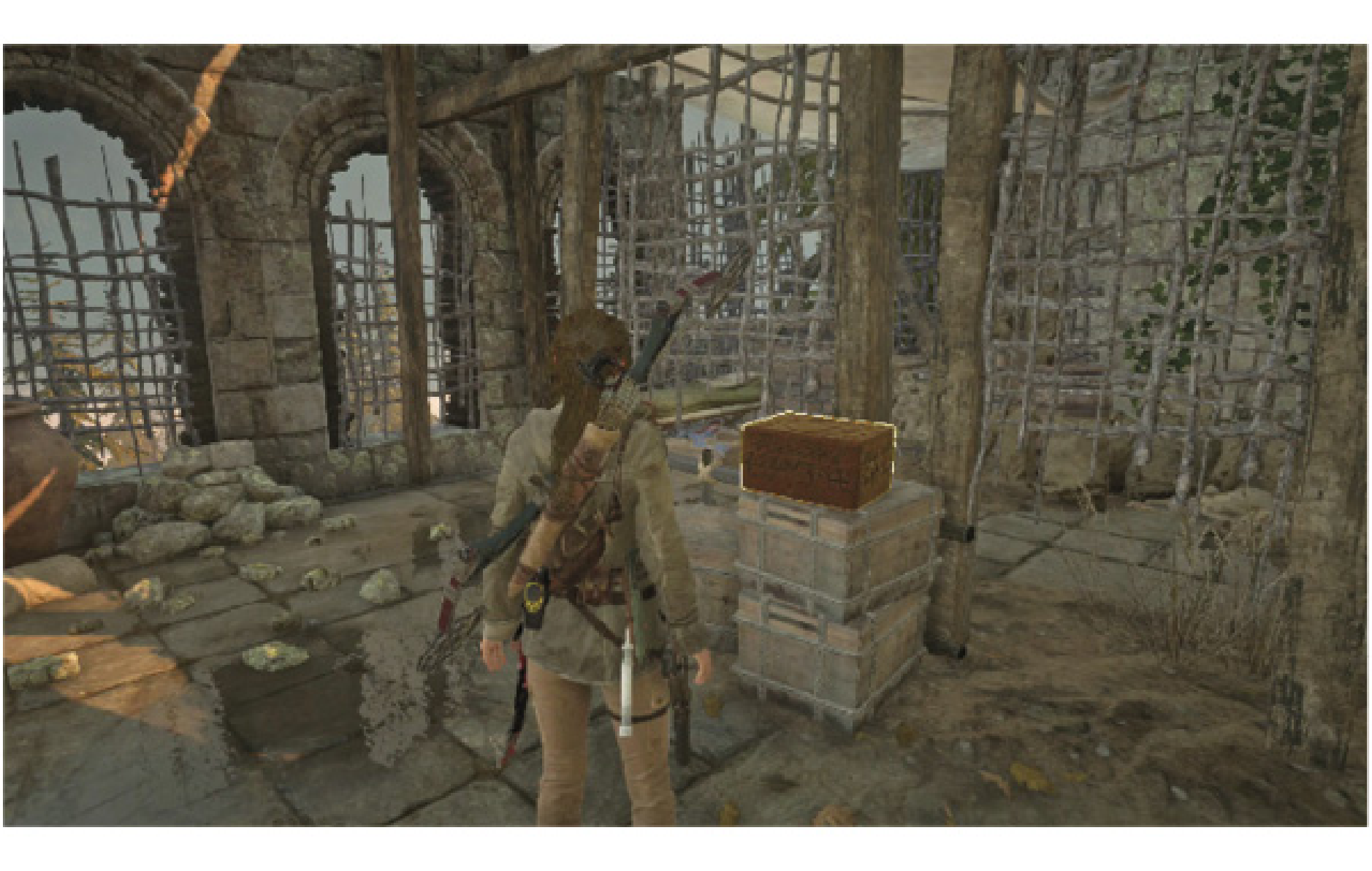


014 **015** E of Pantheon Corridor: Also after the ambush, climb up to the sniper's ledge where you also get a **Strongbox** and a **Survival Cache**.

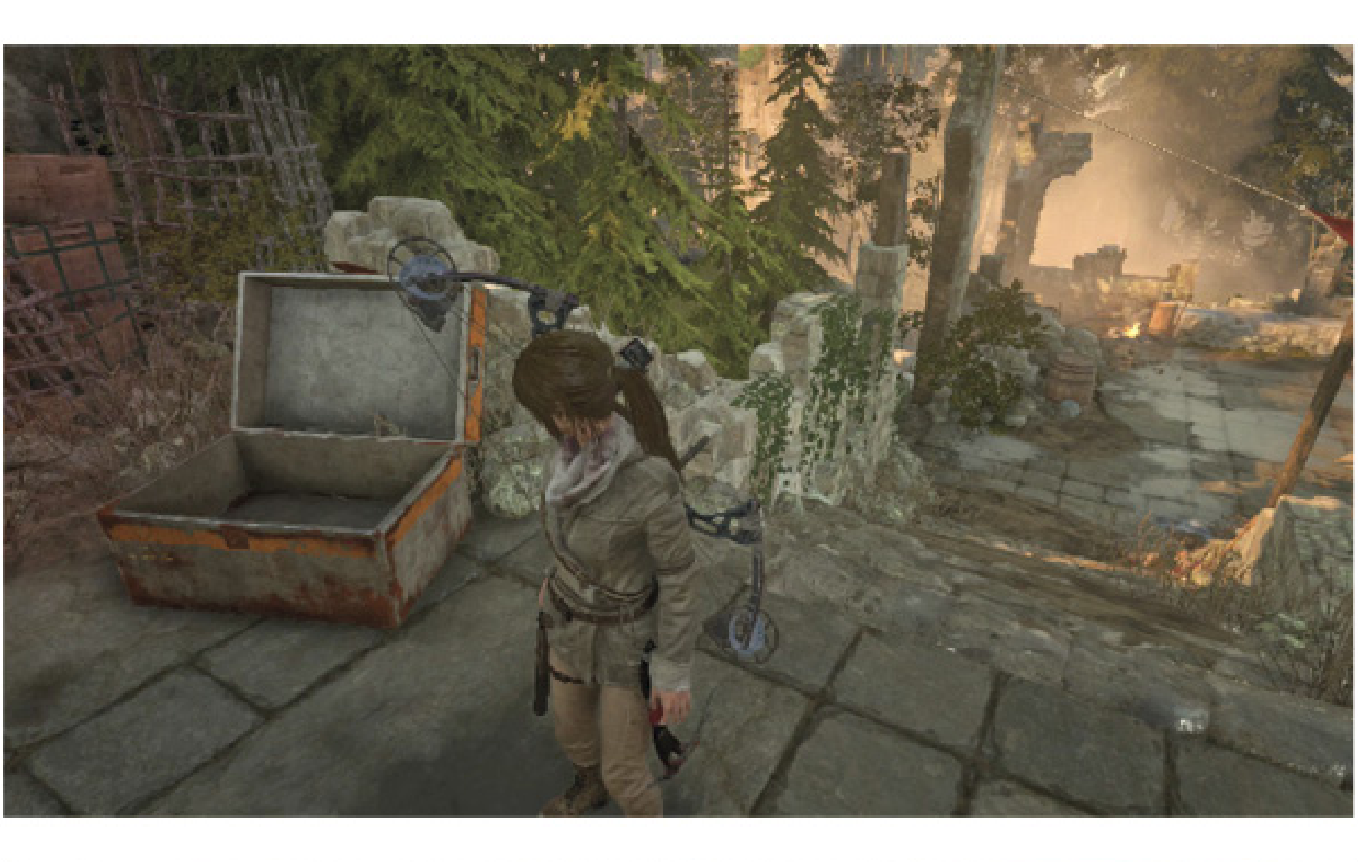


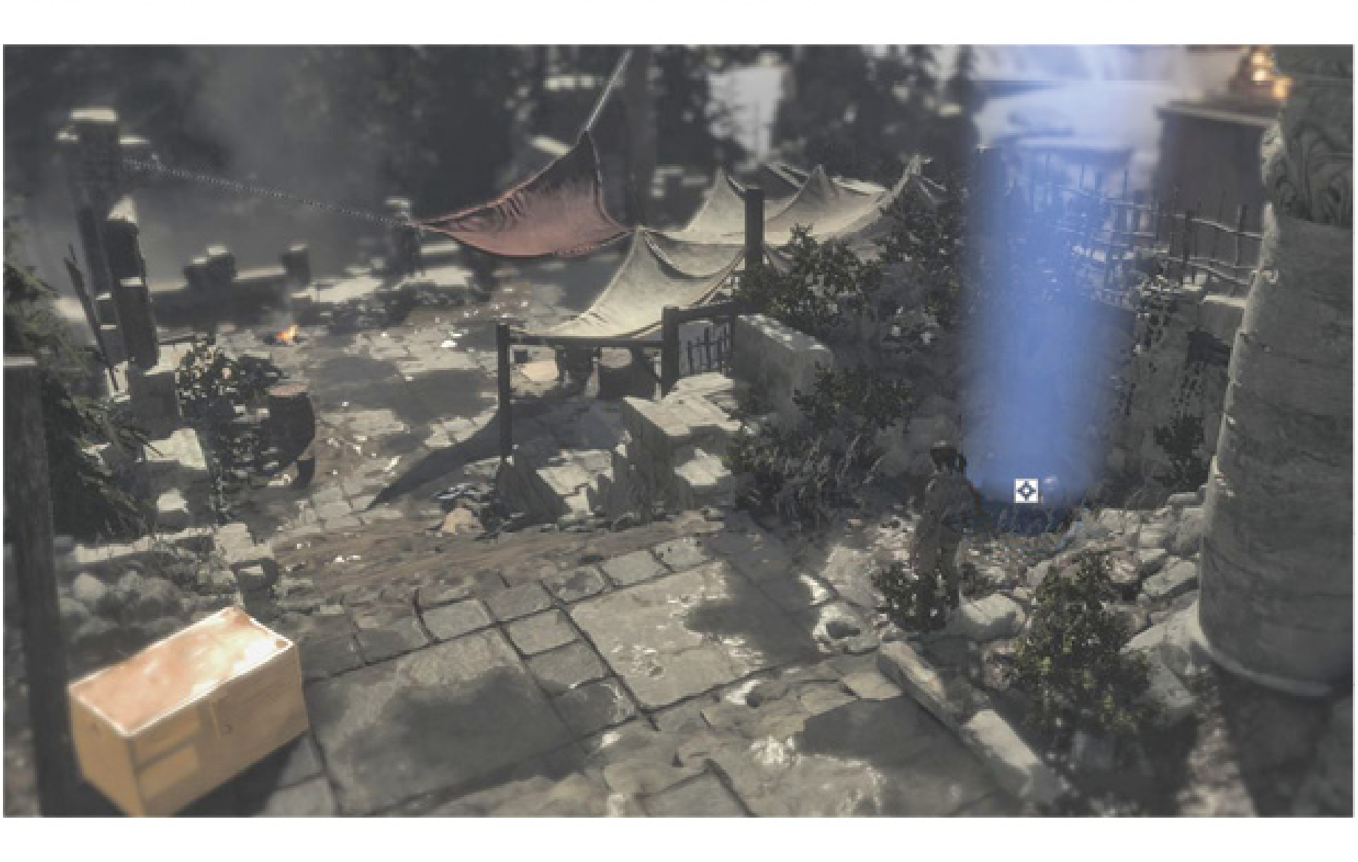
Geothermal Valley

Valley Farmstead Base Camp

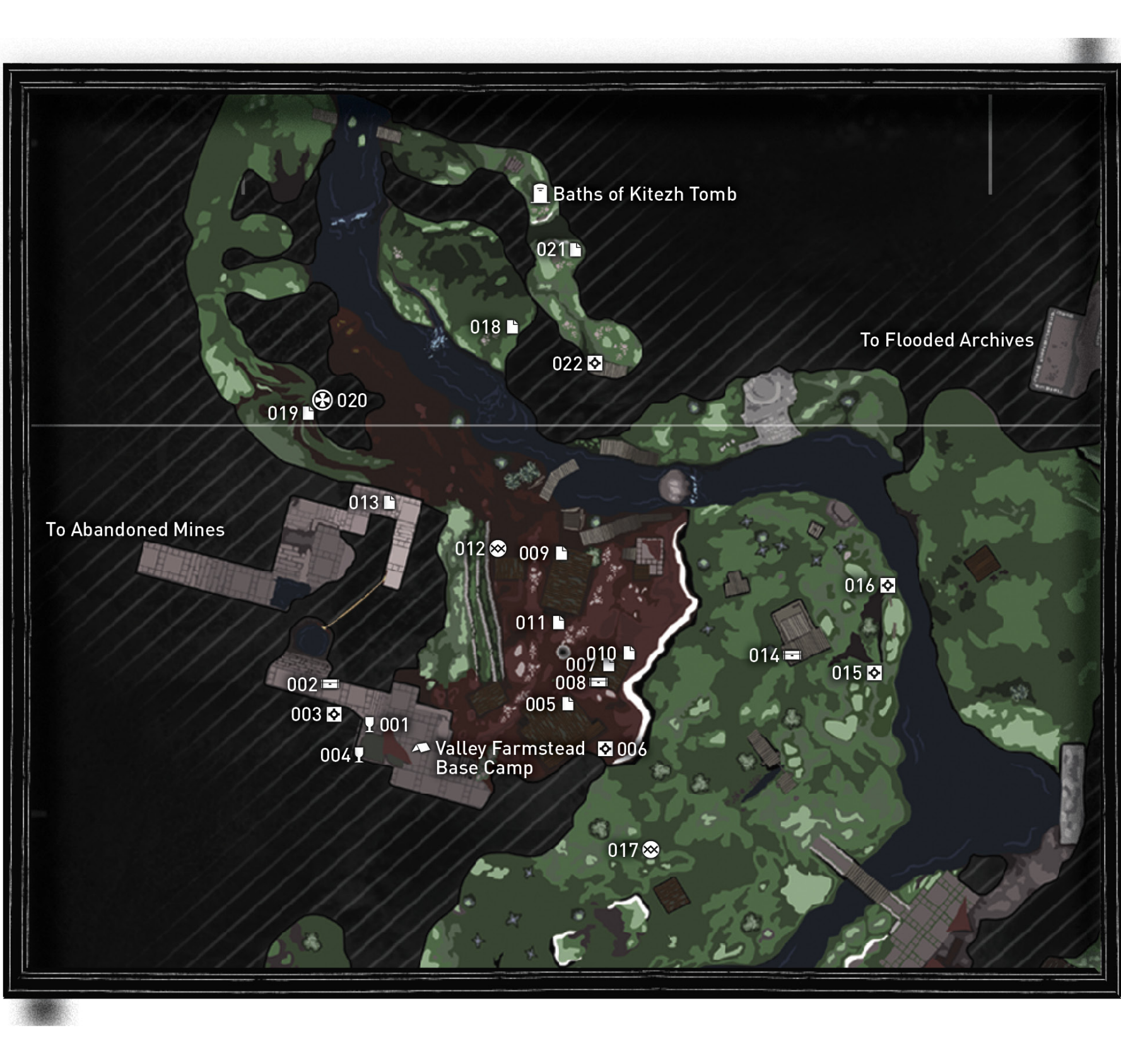


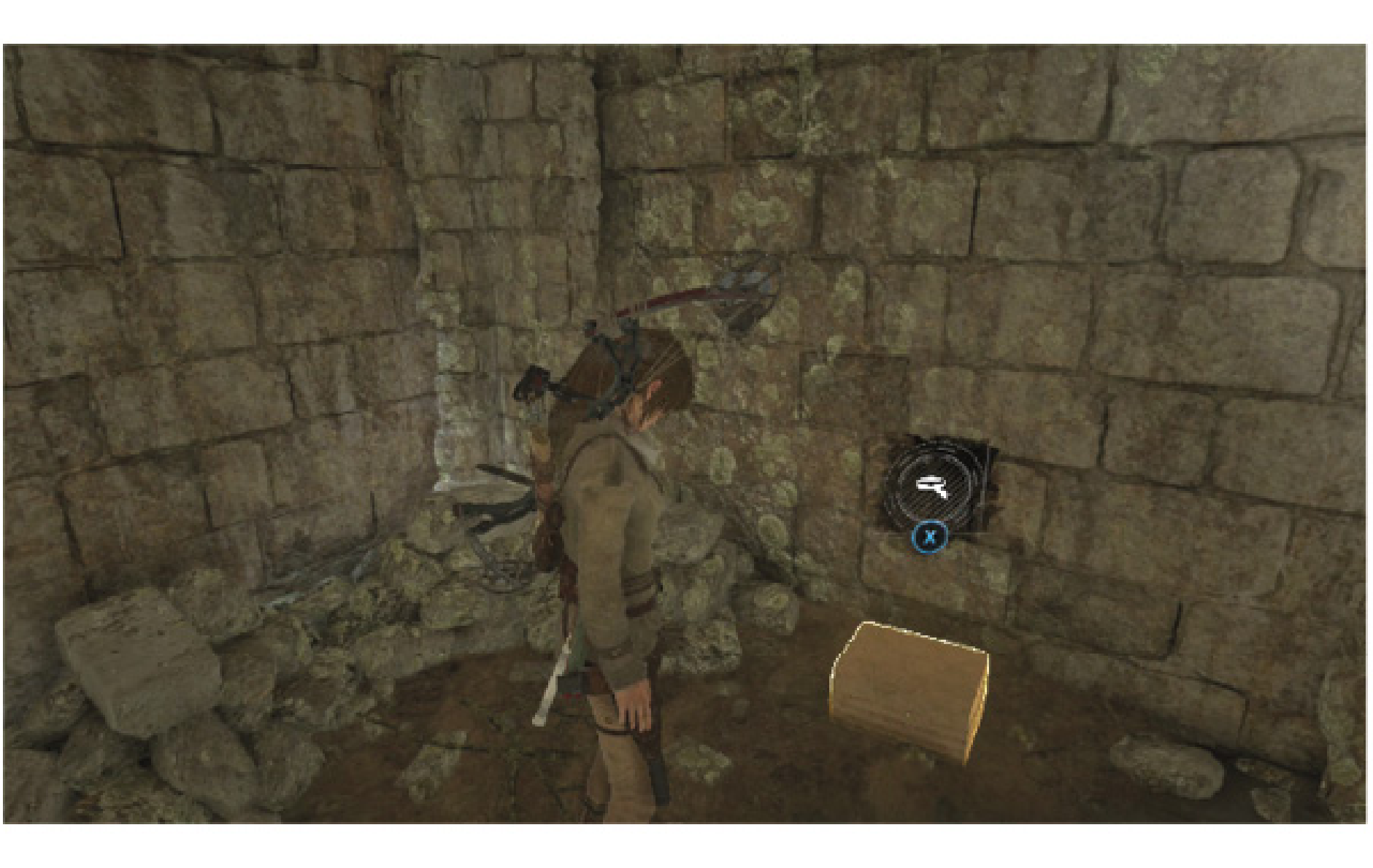
001 W of Valley Farmstead: A **Relic** sits on a pile of crates, only a few steps from the campfire.



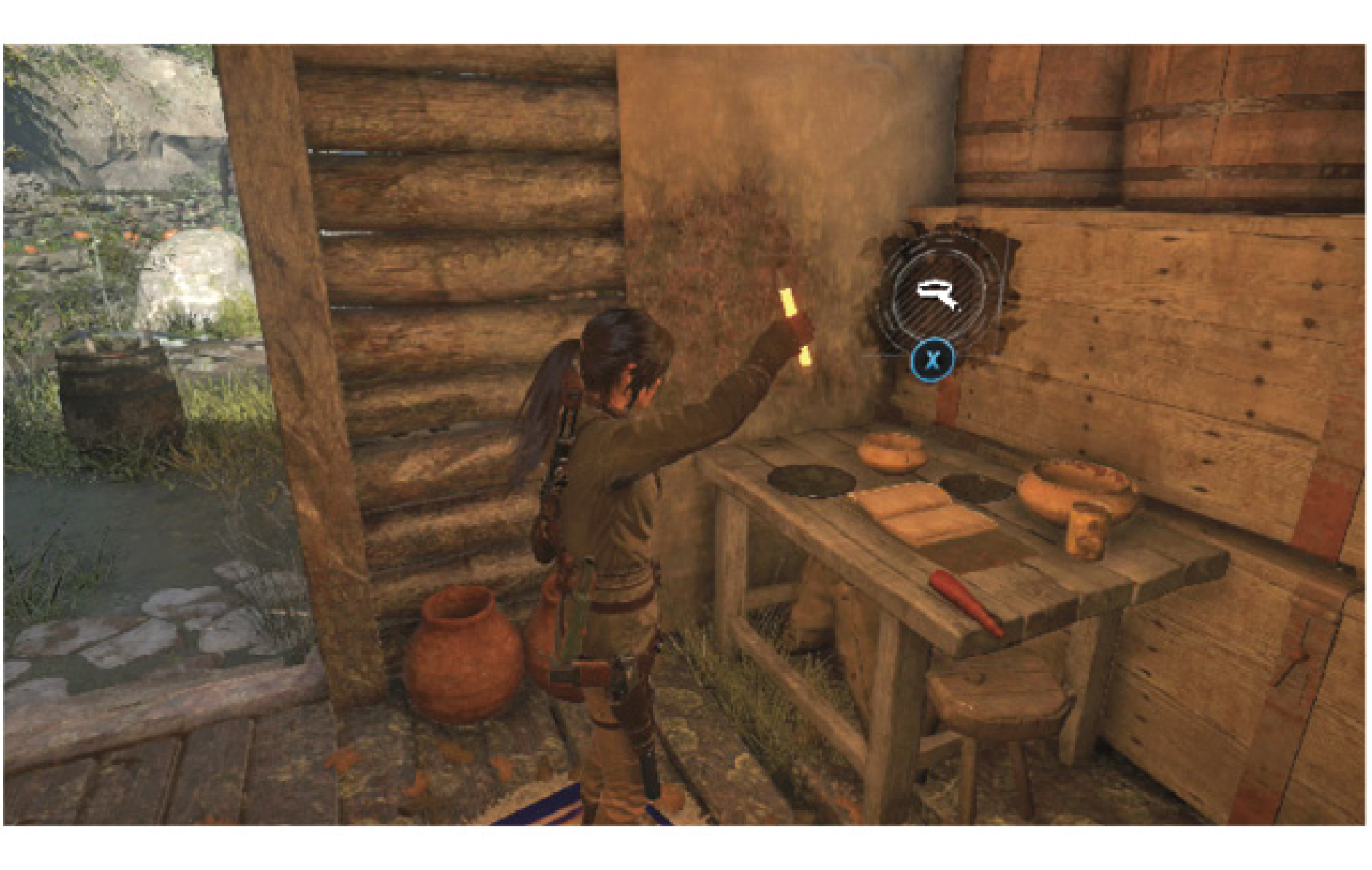


002 **003** W of Valley Farmstead: Climb the stairs for a **Strongbox** and a **Survival Cache**.

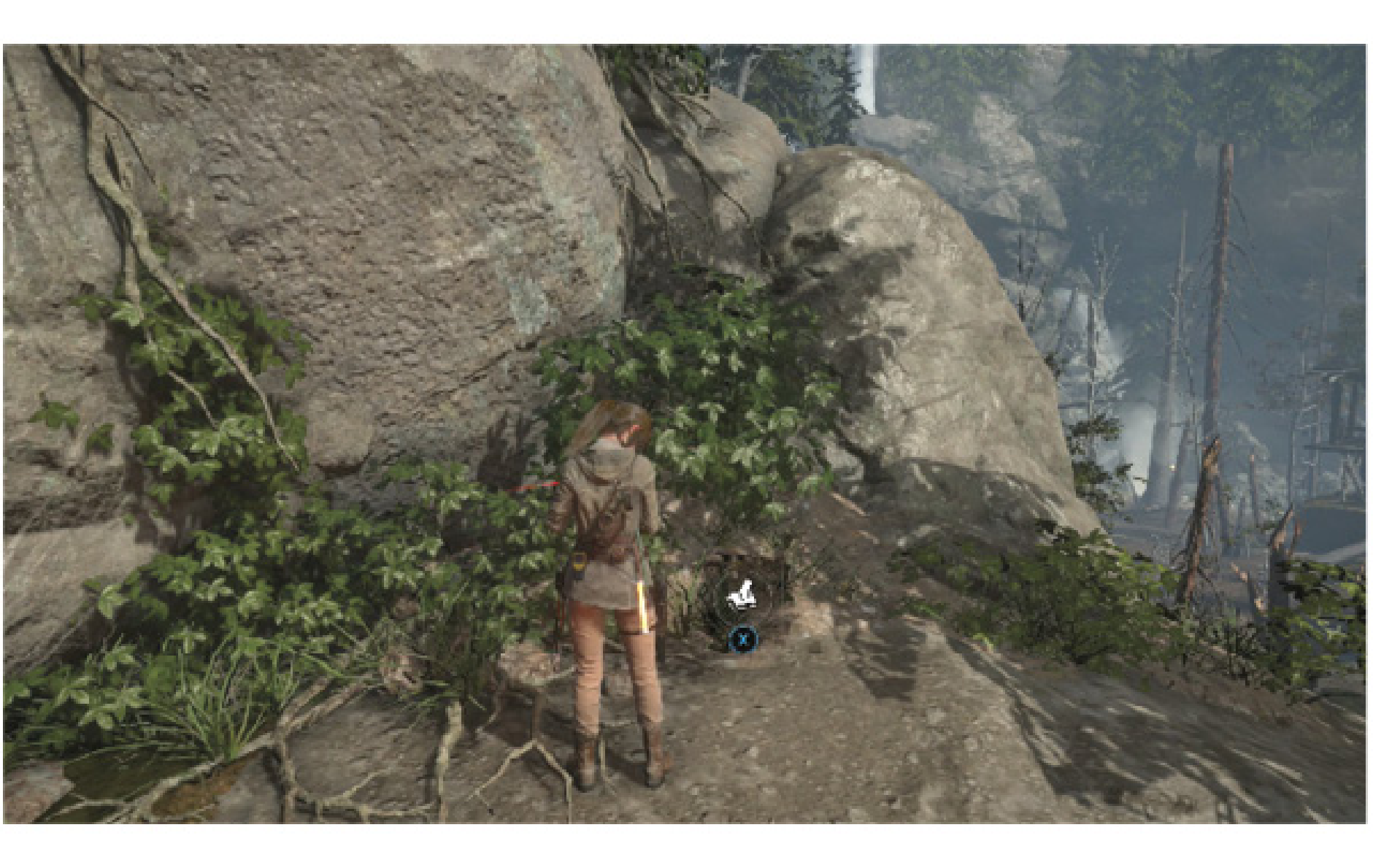




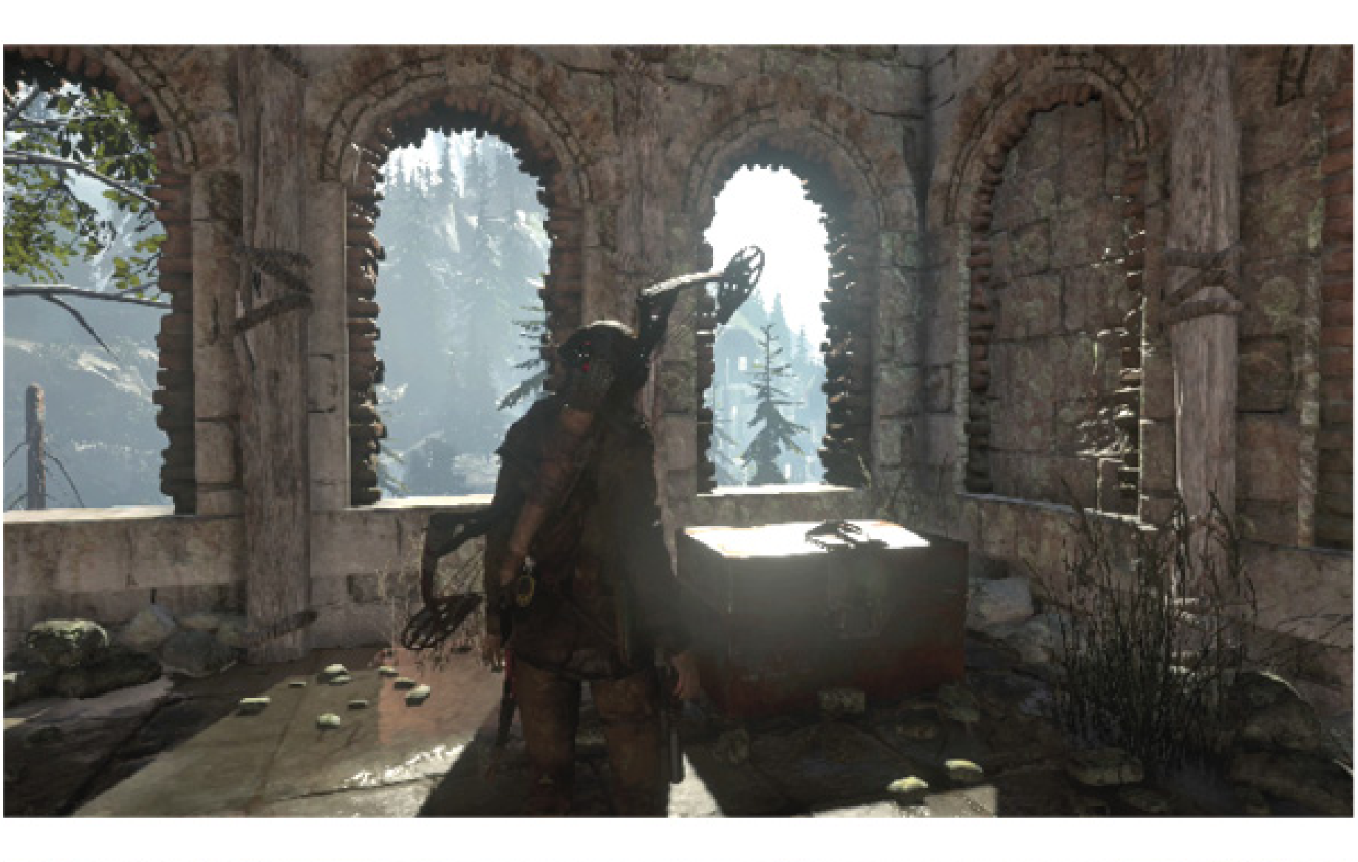
004 SW of Valley Farmstead: Run down a stone staircase and look for a barrier at the bottom. Destroy the breakable barrier and go inside to find a **Relic**.

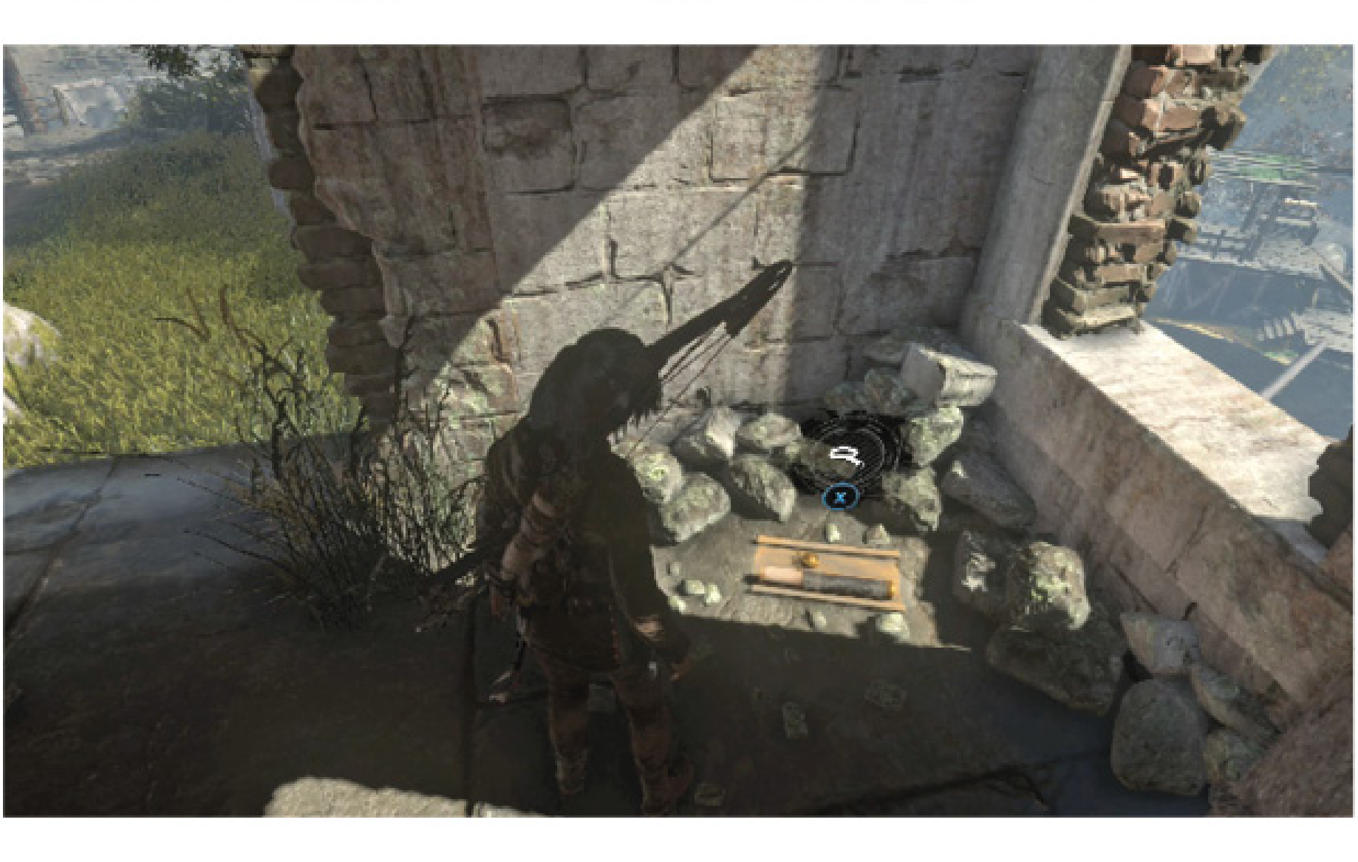


005 E of Valley Farmstead: There is a **Document** inside the blacksmith's house.

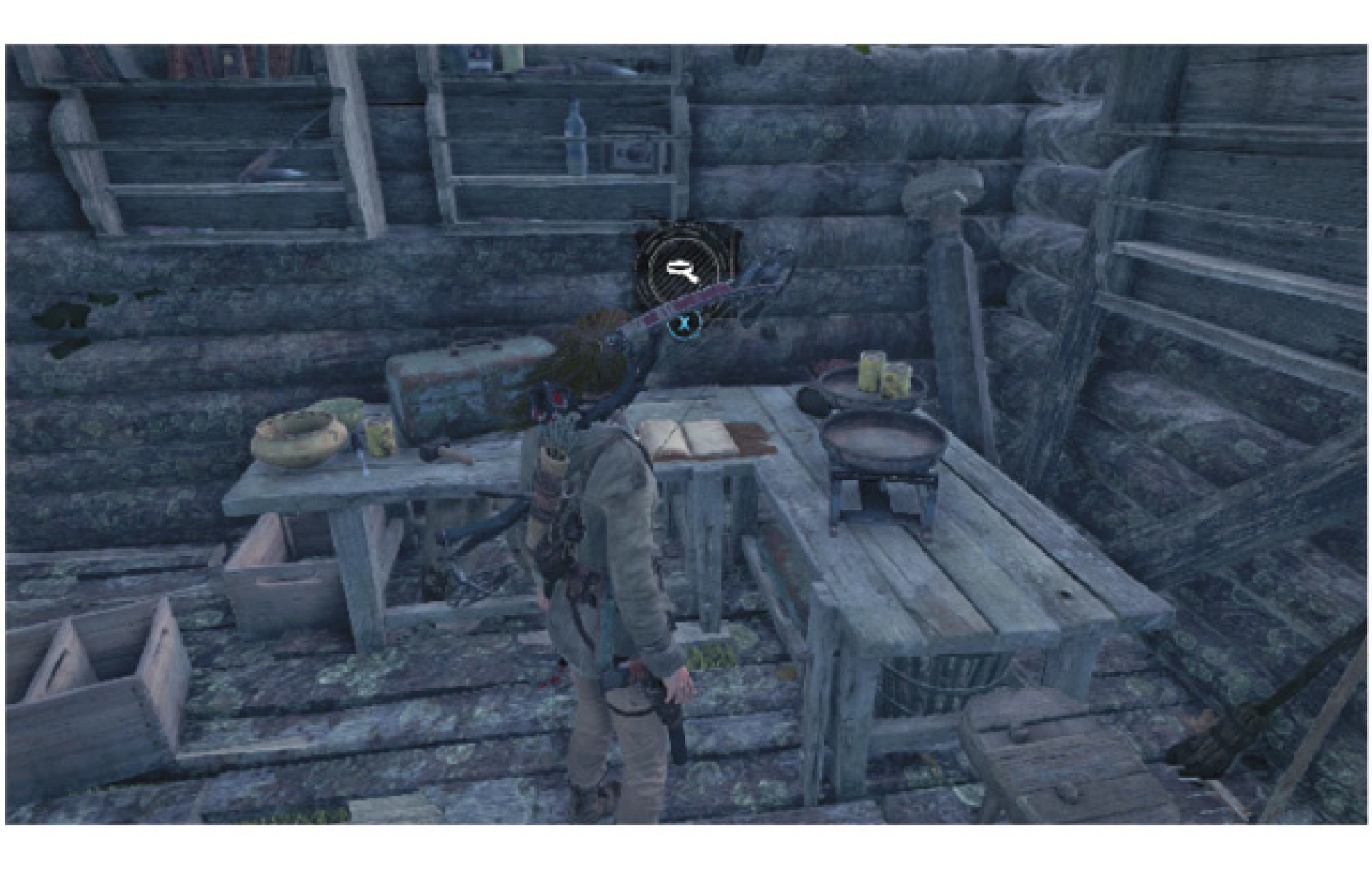


006 E of Valley Farmstead: go behind the blacksmith's house at the top of the cliffs and hop down onto a small ledge below. Search that for a **Survival Cache**.

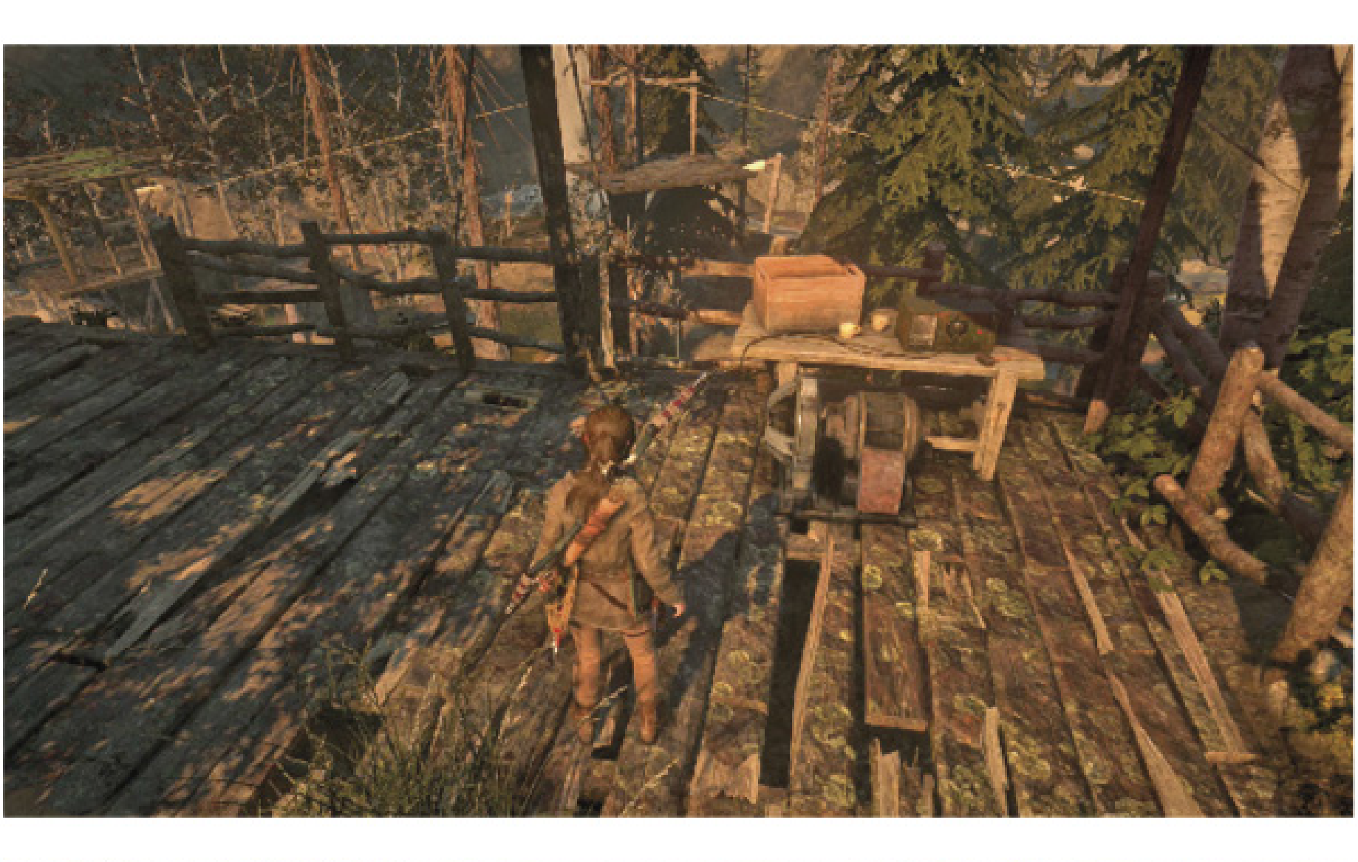


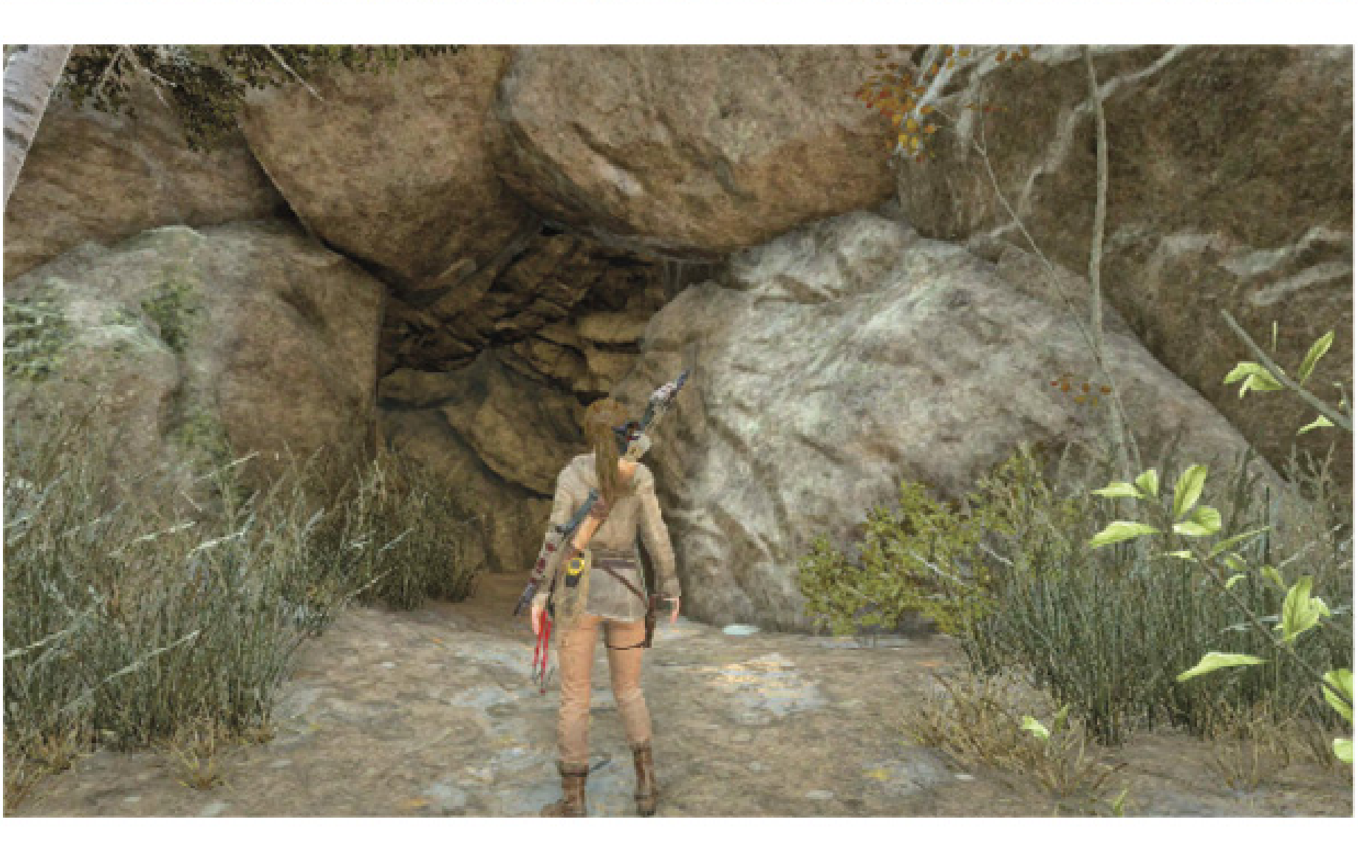


007 **008** NE of Valley Farmstead: Jump through a window into a slightly raised ruined stone building. Inside, you find a **Document** and a locked **Strongbox**.

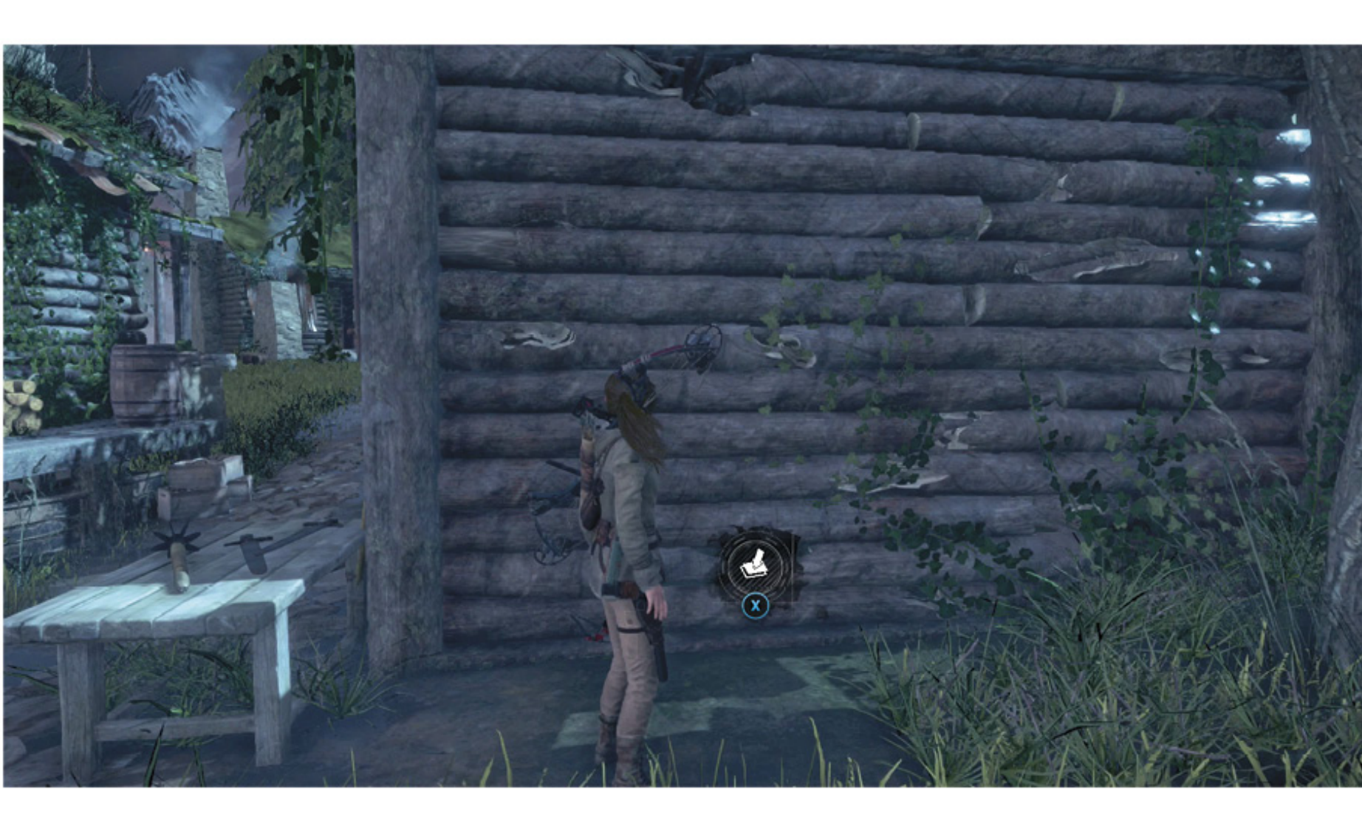


009 N by NE of Valley Farmstead, inside a building. There is a **Document** on a table, next to a blue toolbox.

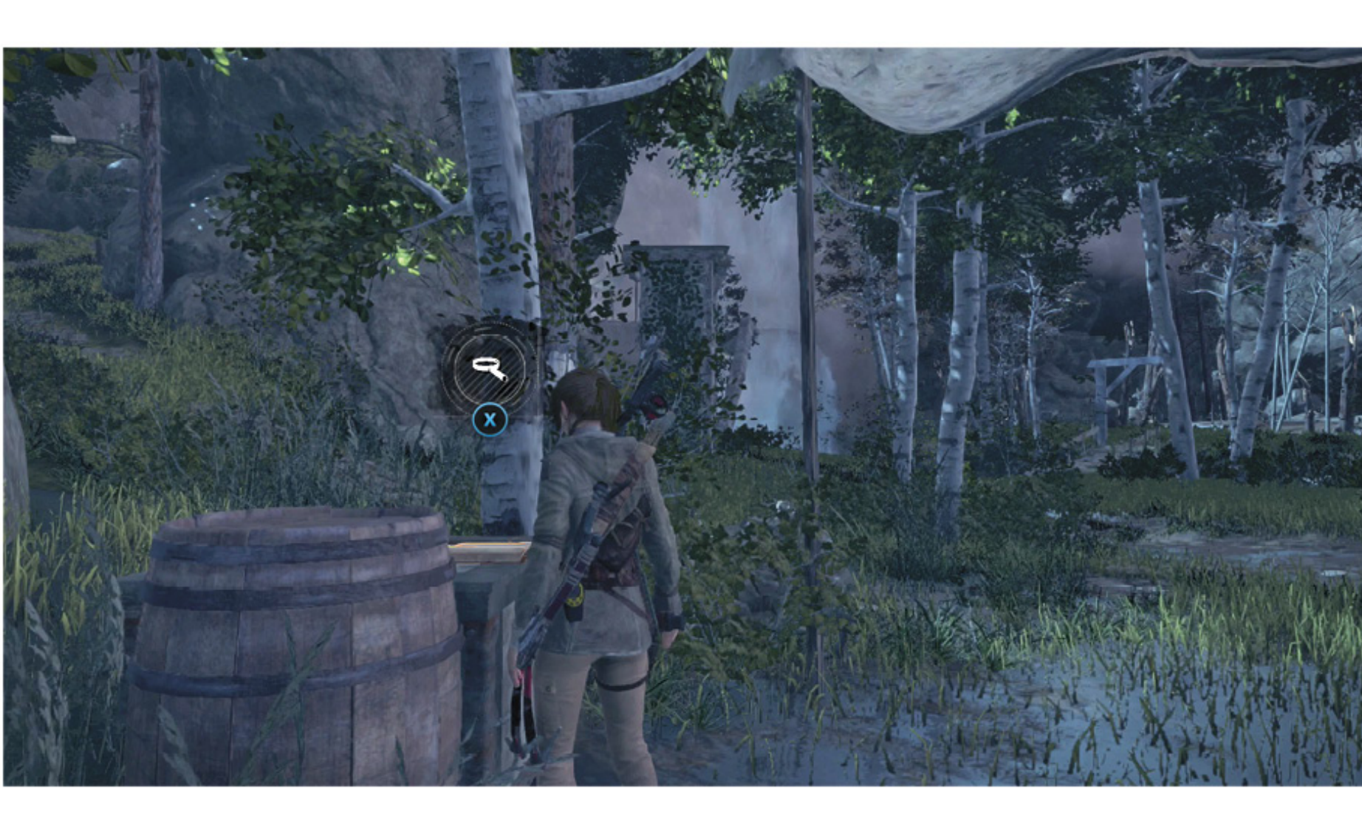




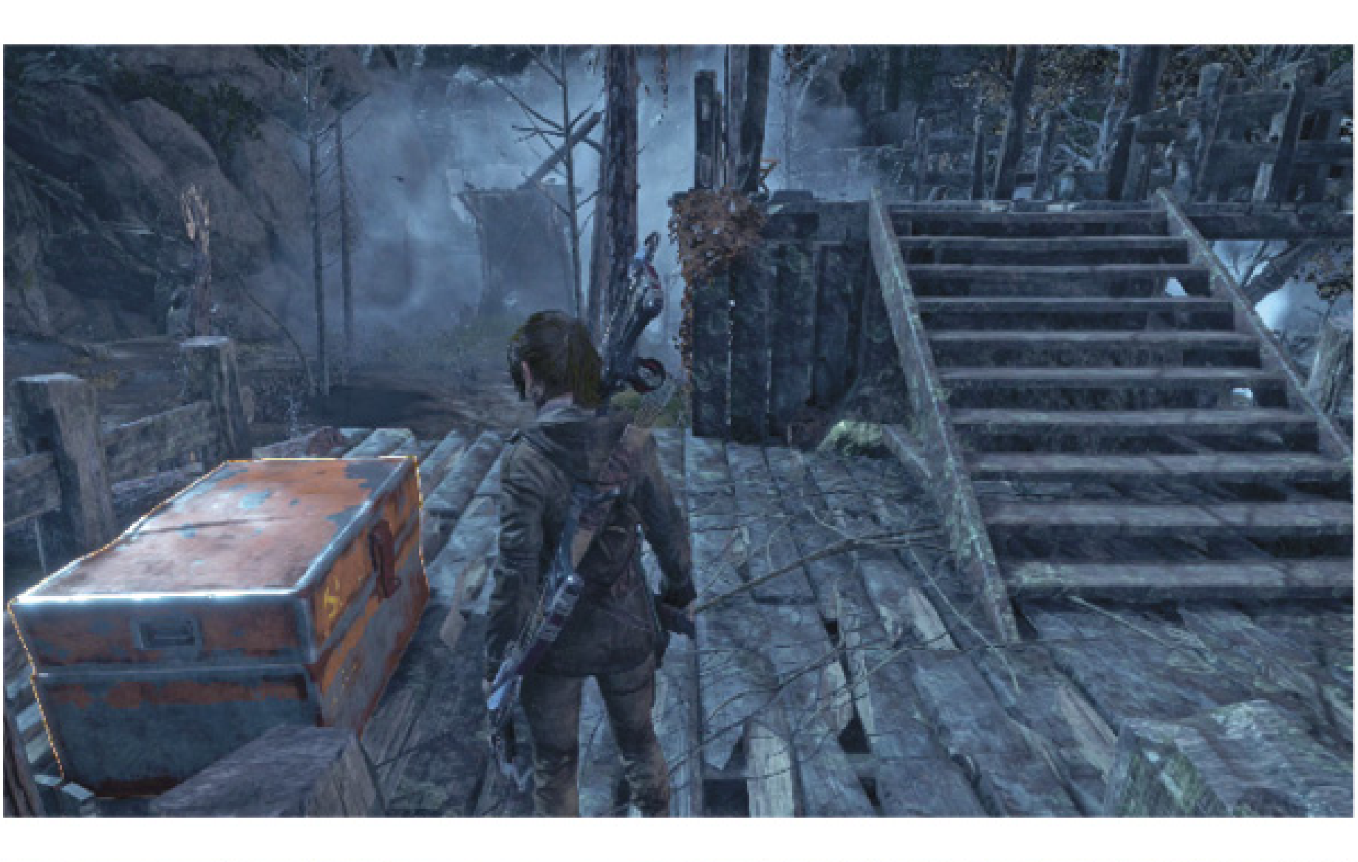
010 **011** There are two**Documents** near the town well. One is to the right of the ruined building (to the east). Another is below-ground. You need to use a cave that's under the town to get there.

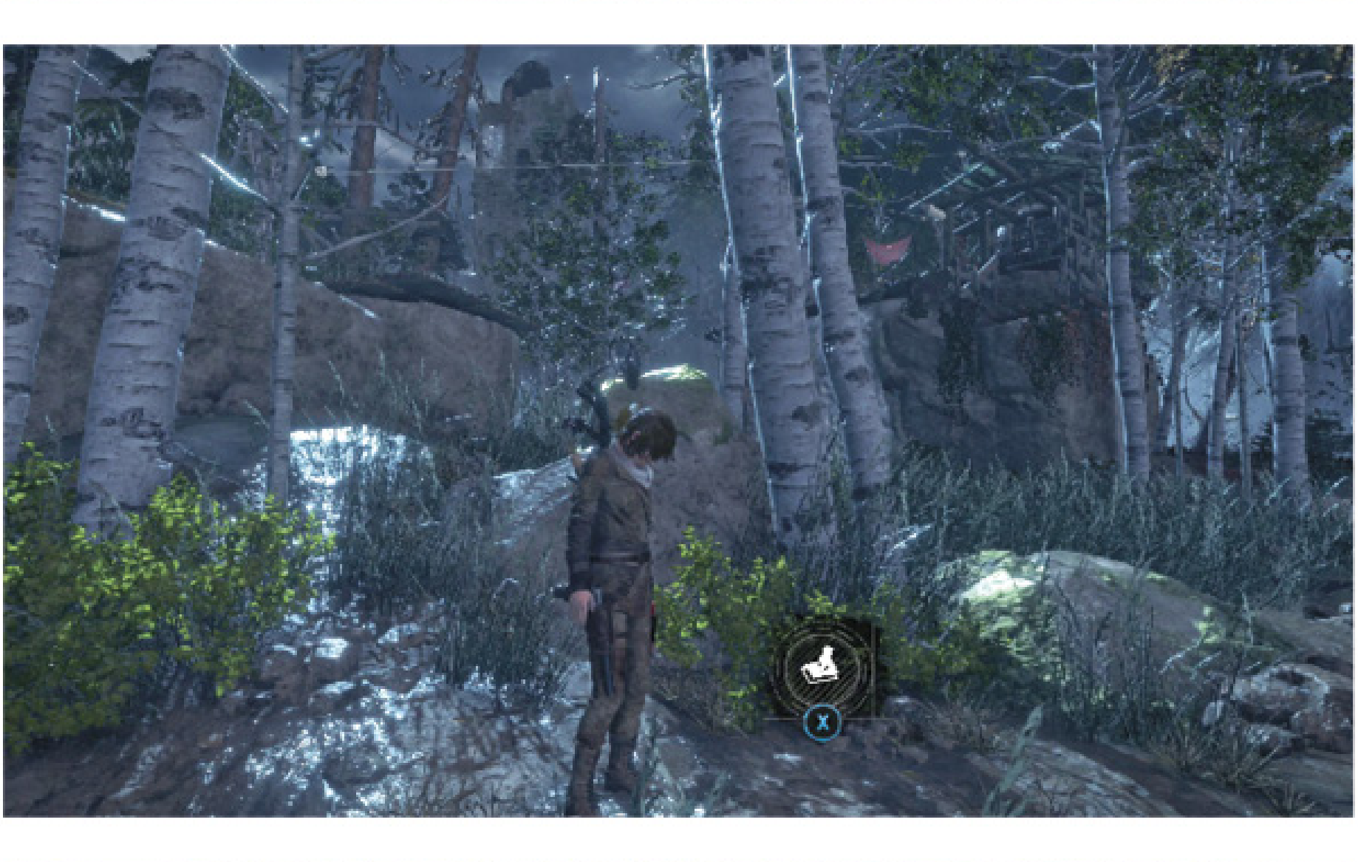


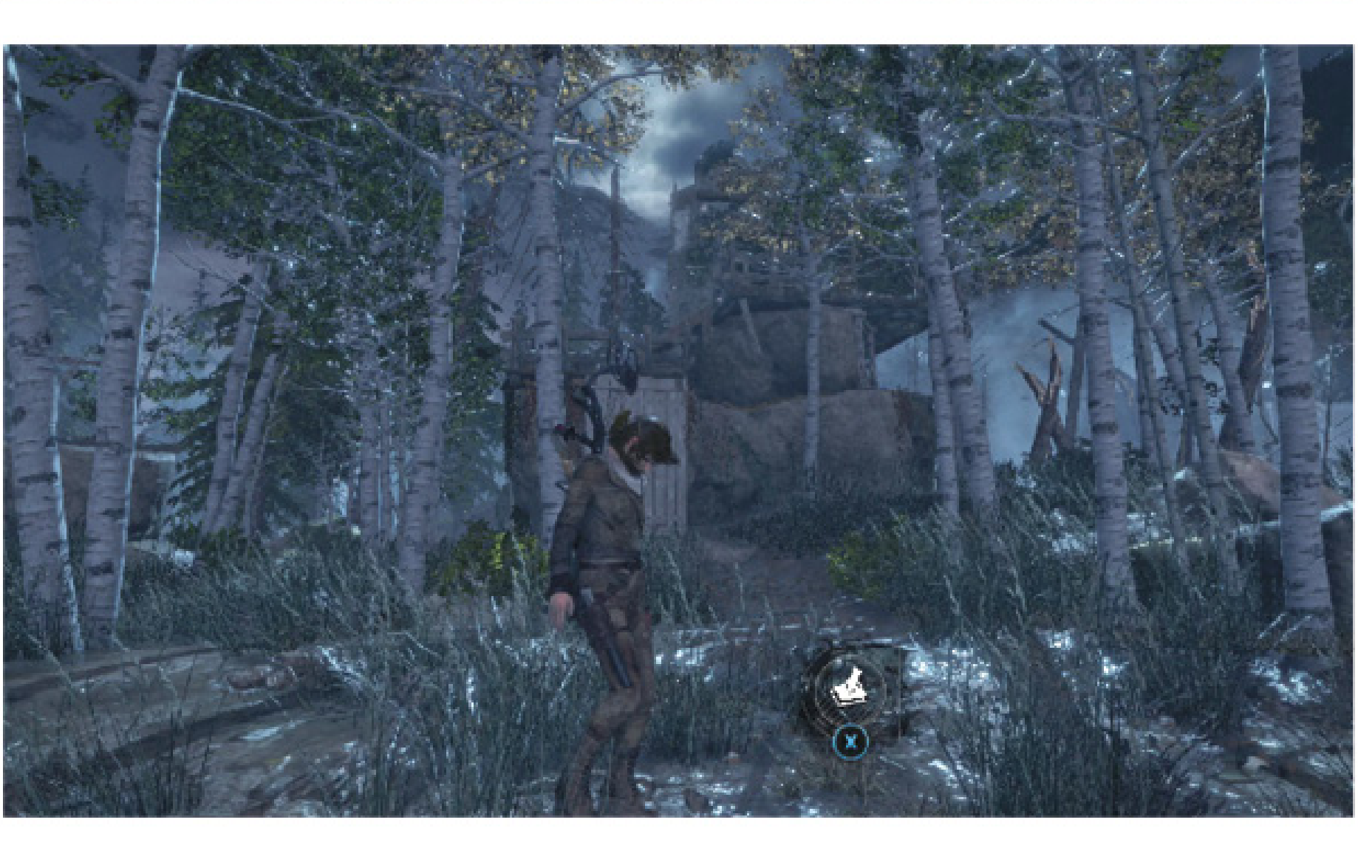
012 N of Valley Farmstead: There is a **Coin Cache** buried on the northern side of a small wooden storage shed.



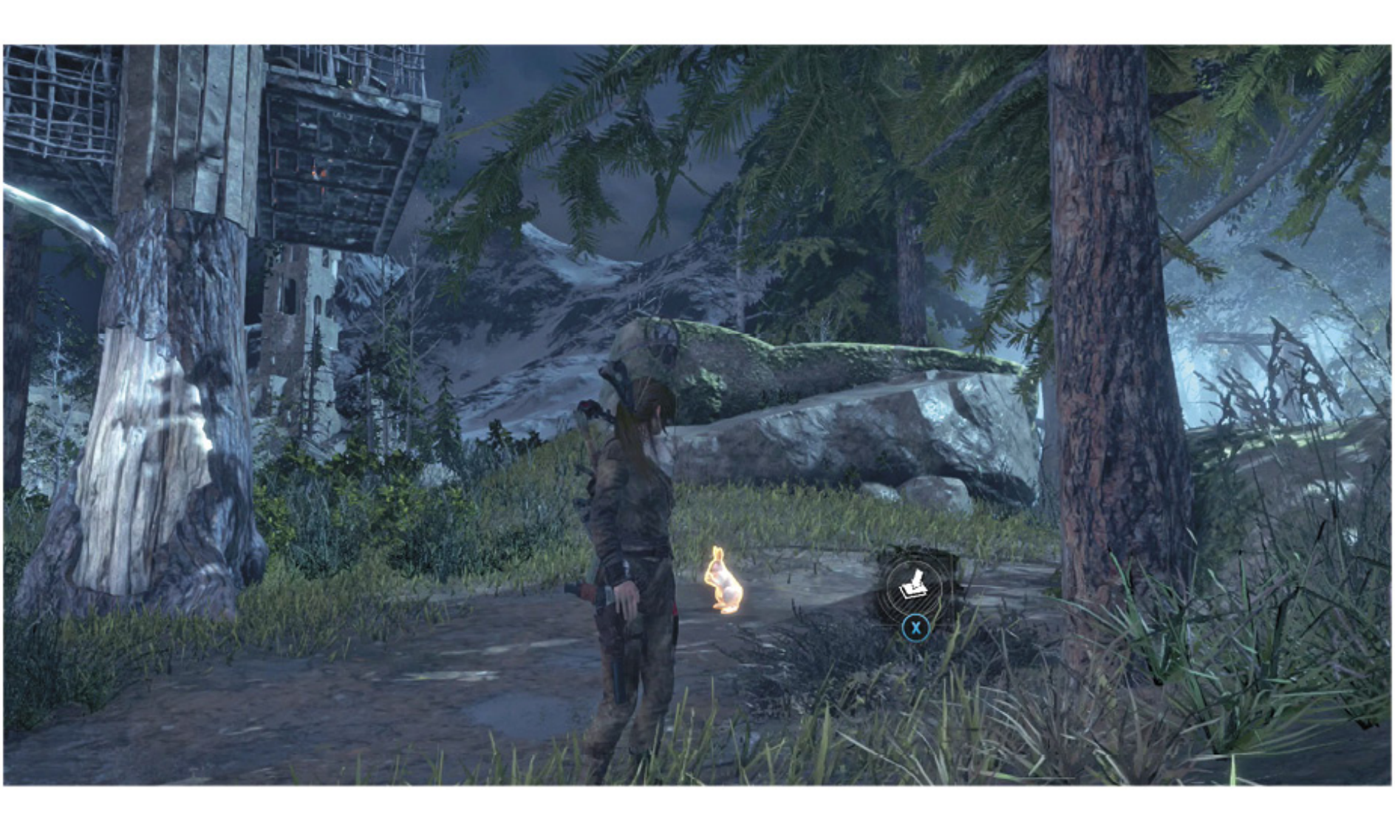
013 N by NW of Valley Farmstead: A **Document**is sitting on a small table underneath a cloth awning.



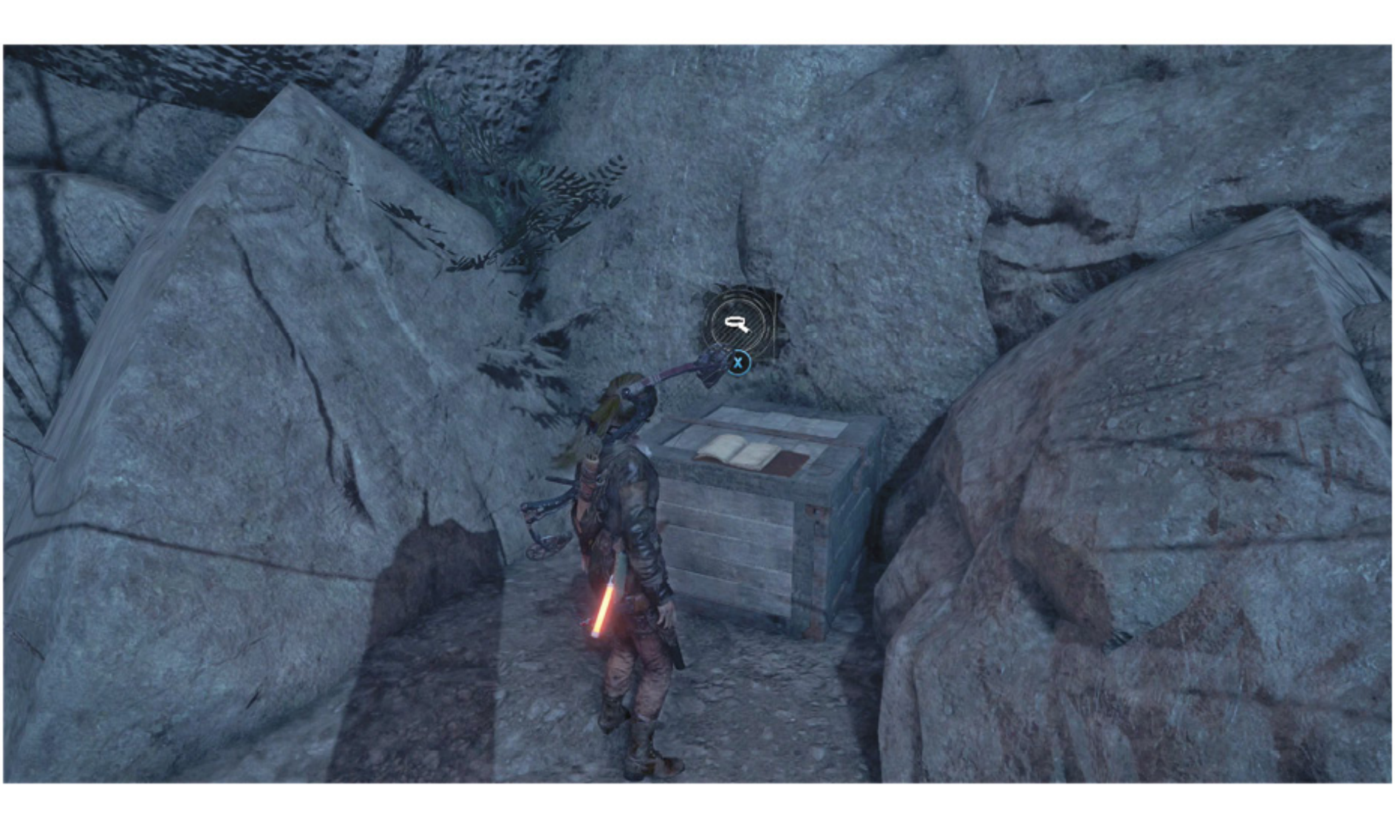




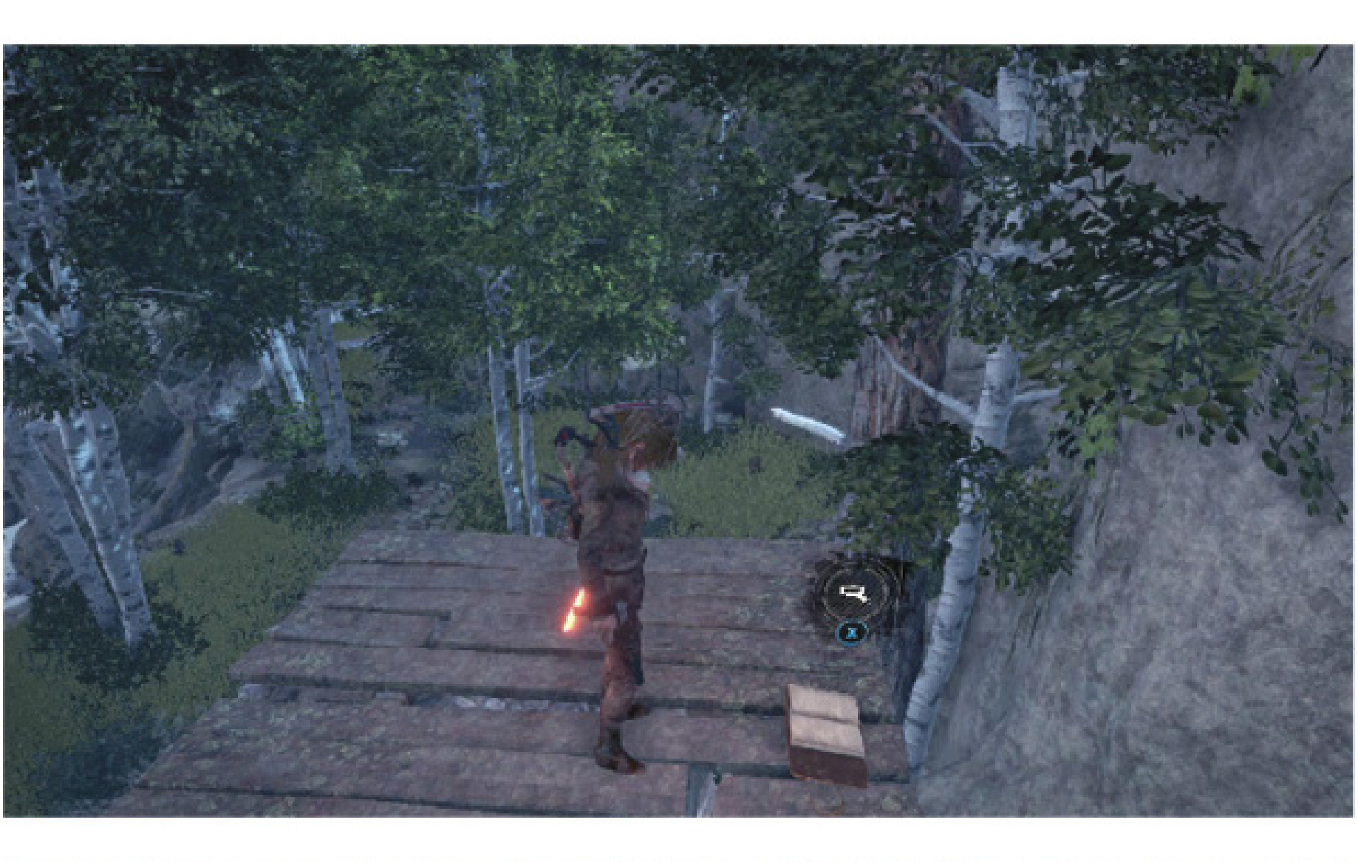
014 **015** **016** Far E from Valley Farmstead: Get down into the valley and look for an isolated wooden building on top of a large rock. A **Strongbox** is outside, on its deck. Southeast from that building is a **Survival Cache**. Another **Survival Cache** is east of the building.

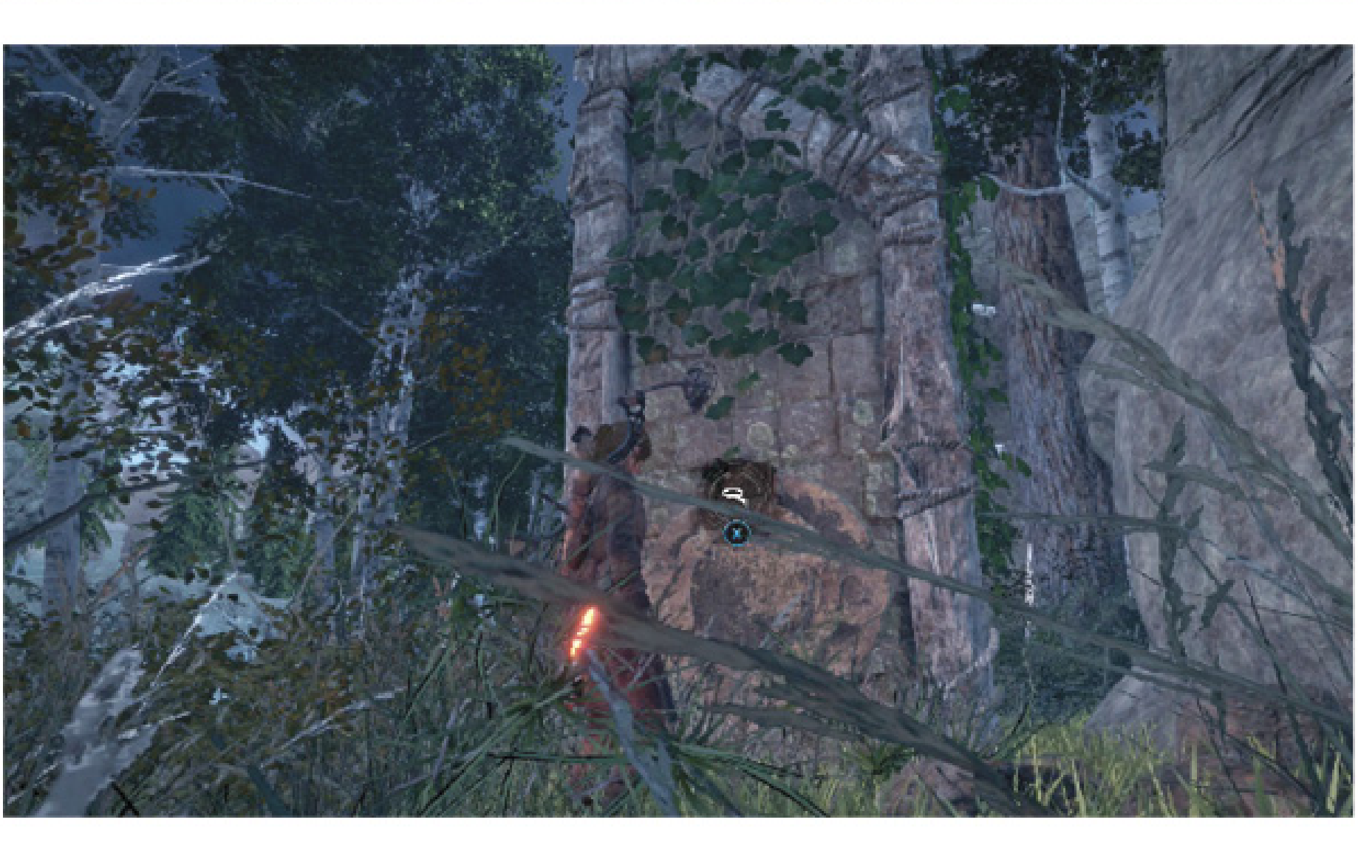


017 Between Valley Farmstead and Ruins Encampment: Search the forest floor near a watchtower for a **Coin Cache**.

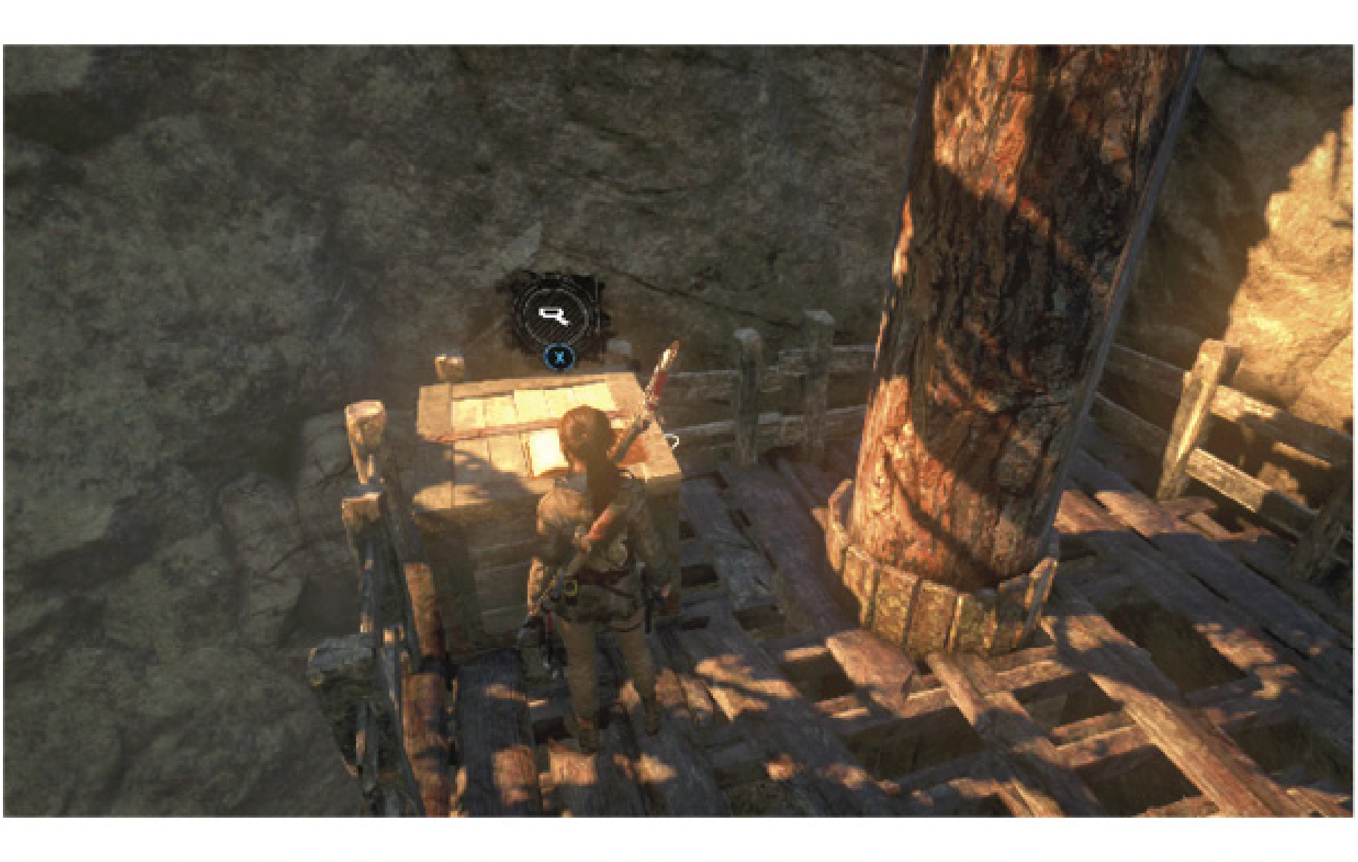


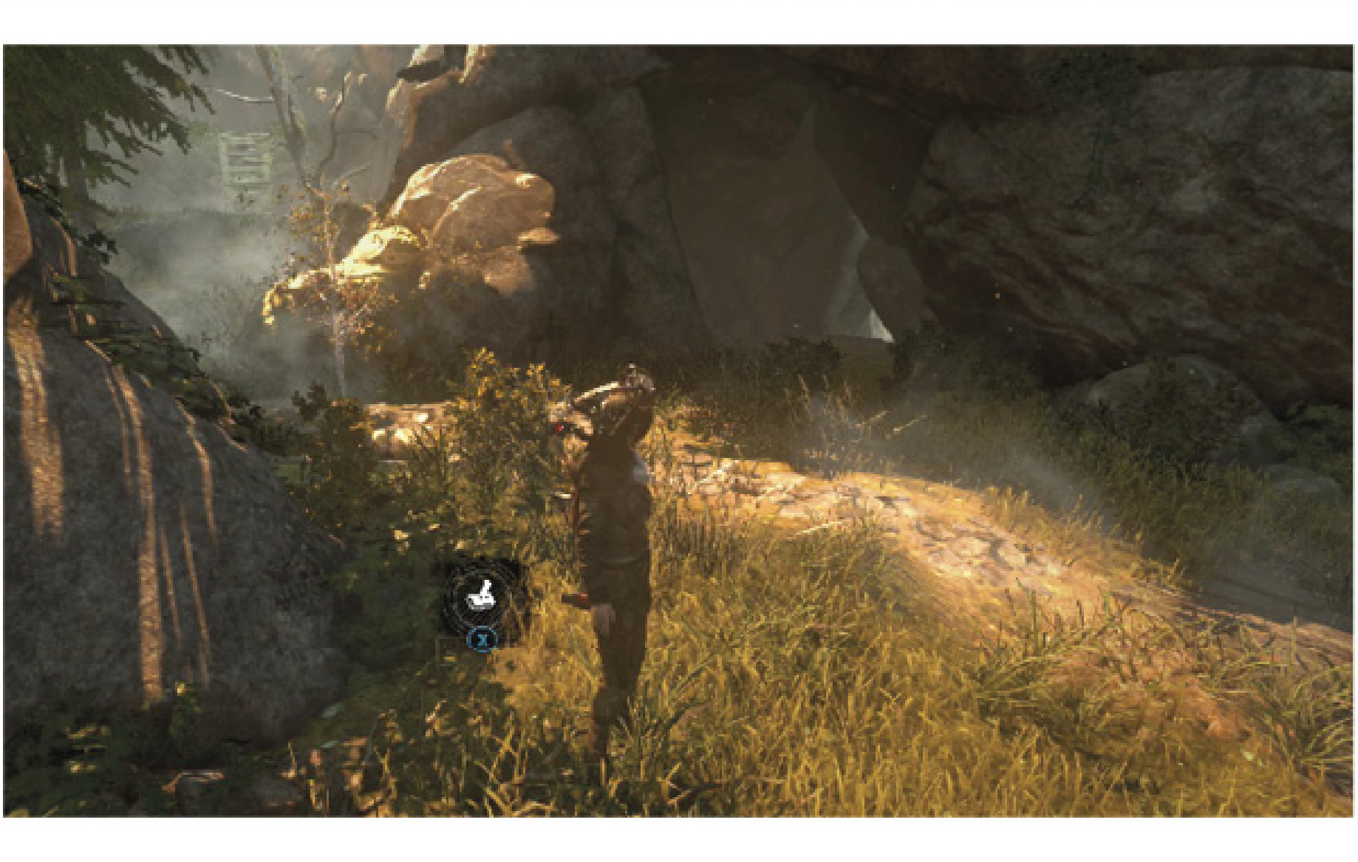
018 N of Valley Farmstead: Use your climbing arrows on the large dead tree to climb to a small stone alcove with a **Document**.



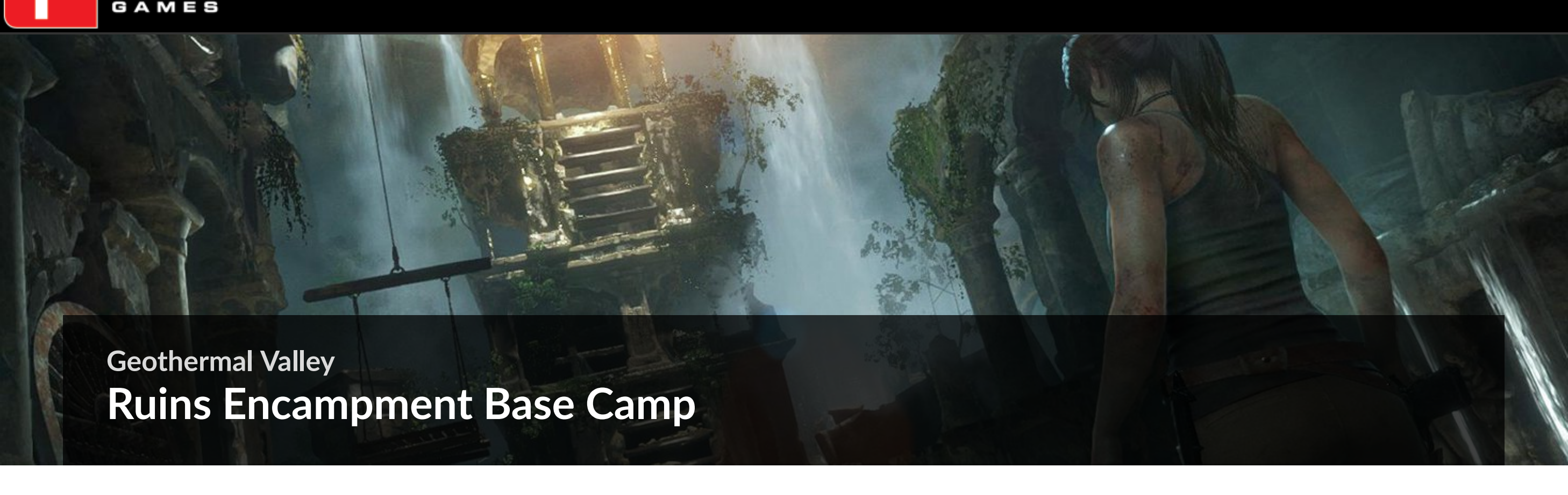


019 **020** Between Valley Farmstead and Ridgeline: Look for a stone pillar covered in ivy next to a tall tree. Climb the tree to get onto the pillar, and grab a **Document**. Then, drop down and go behind the pillar for a **Mural**.



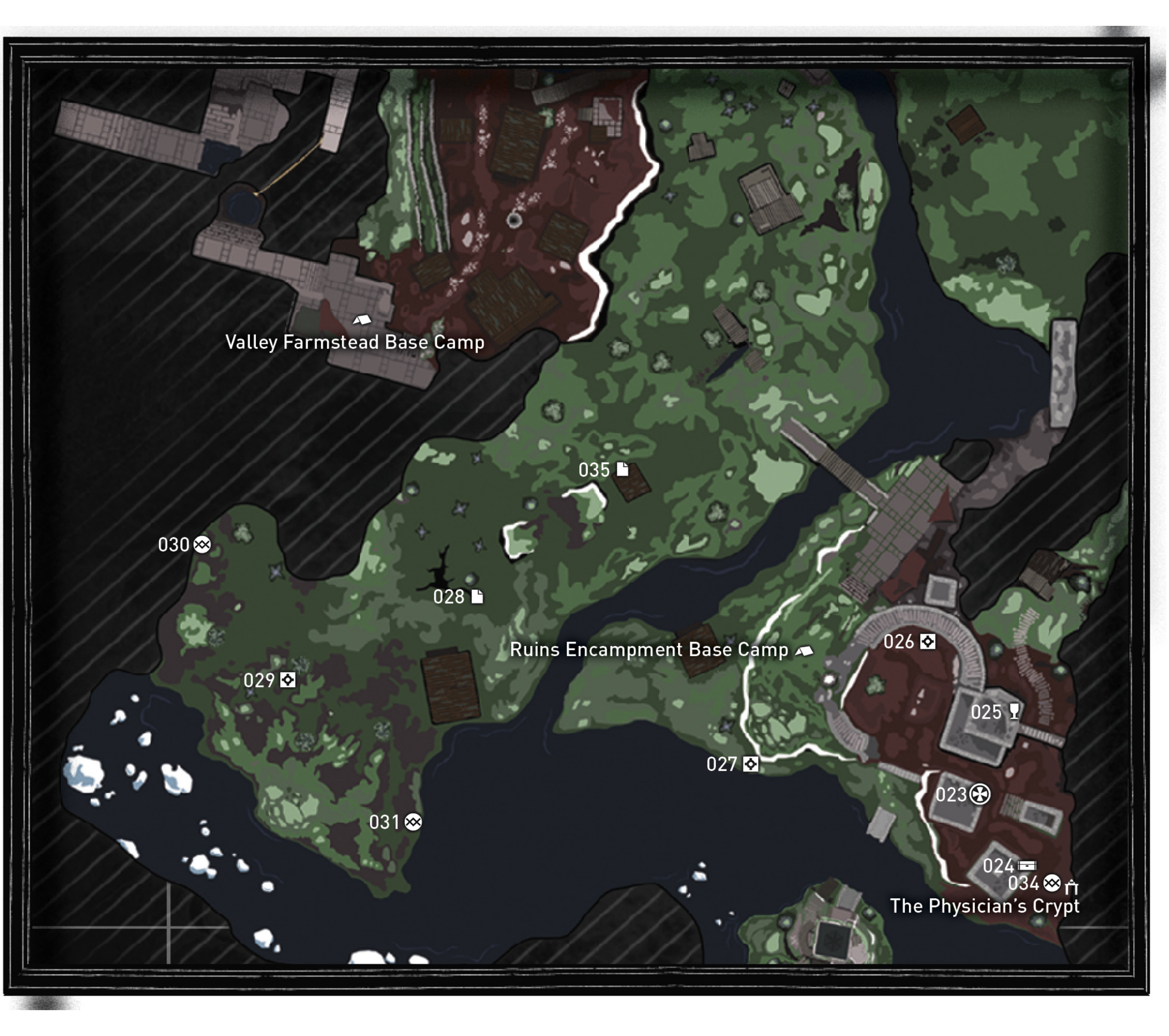


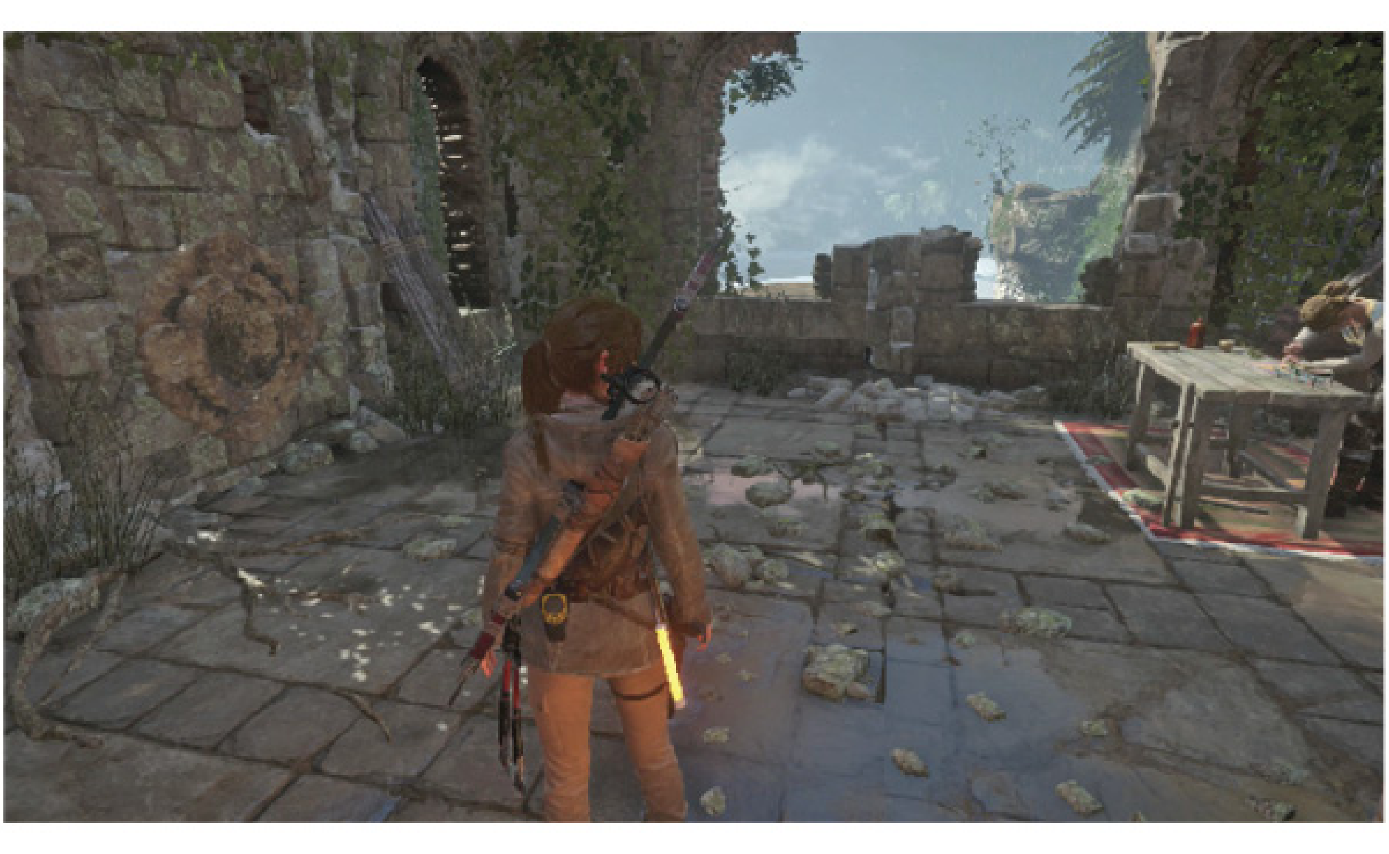
021 **022** NE of Valley Farmstead: Search a wooden platform for a **Document** and then continue toward the opening to the Flooded Archives for a **Survival Cache** buried against the rocks.



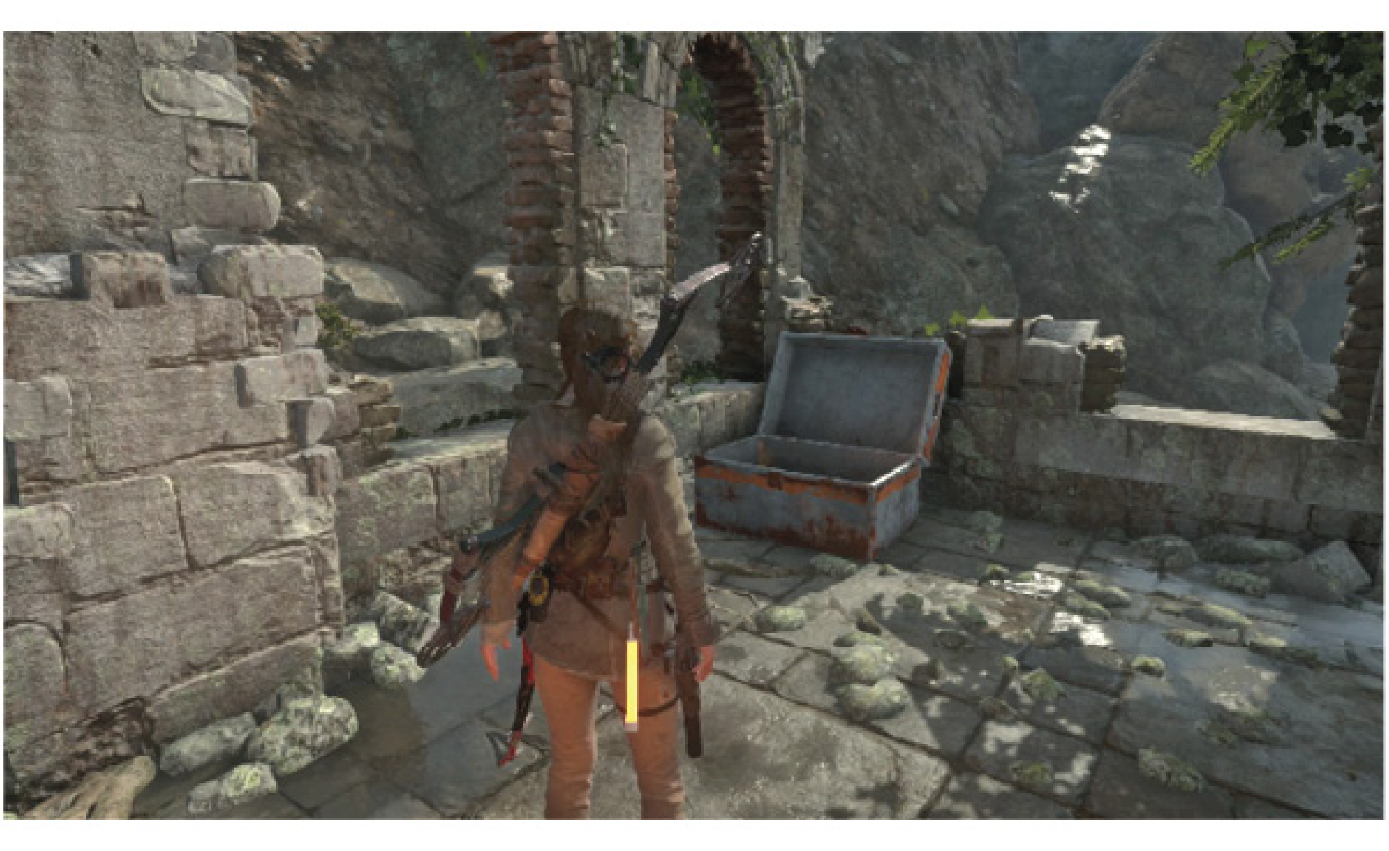
Geothermal Valley

Ruins Encampment Base Camp

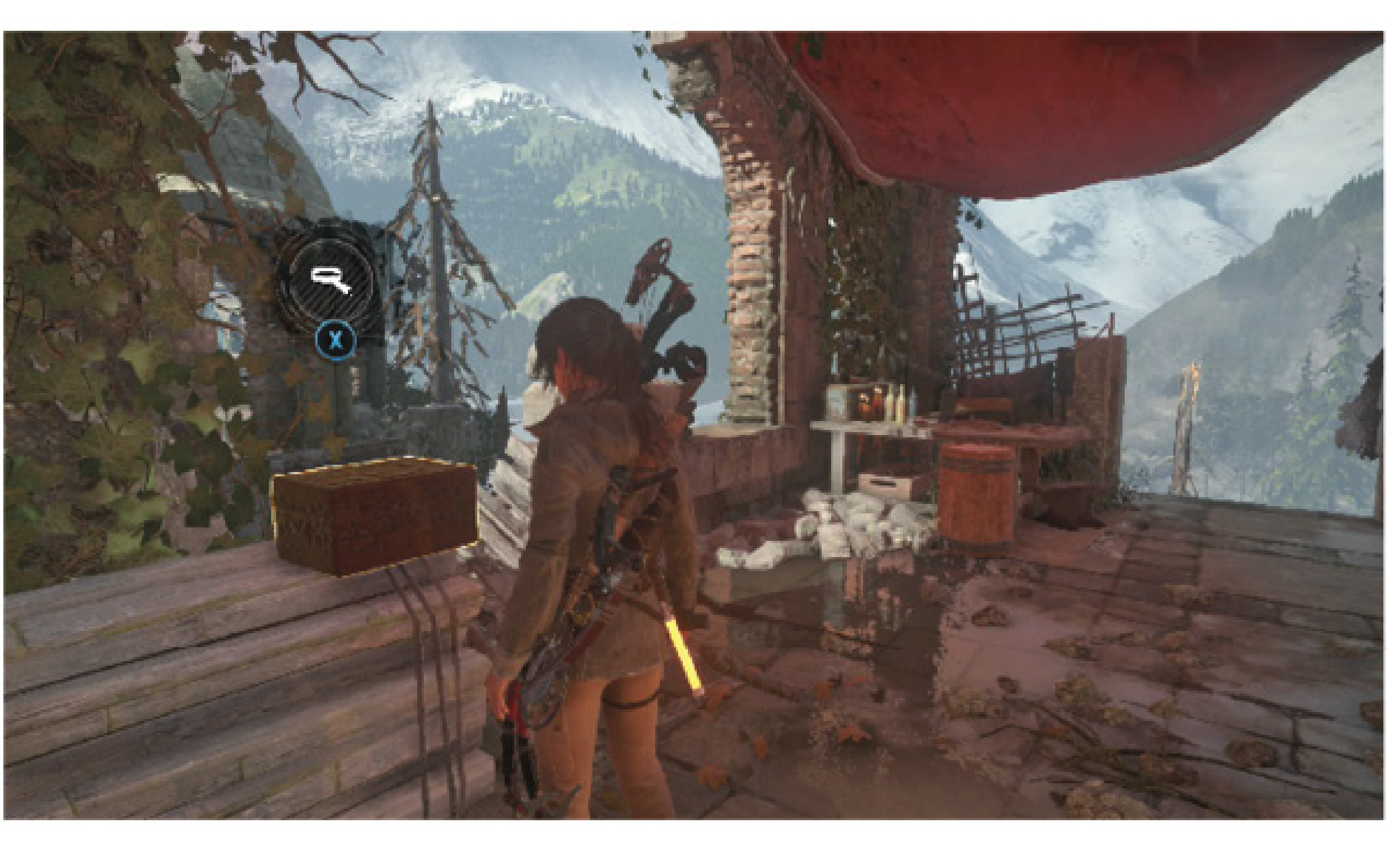




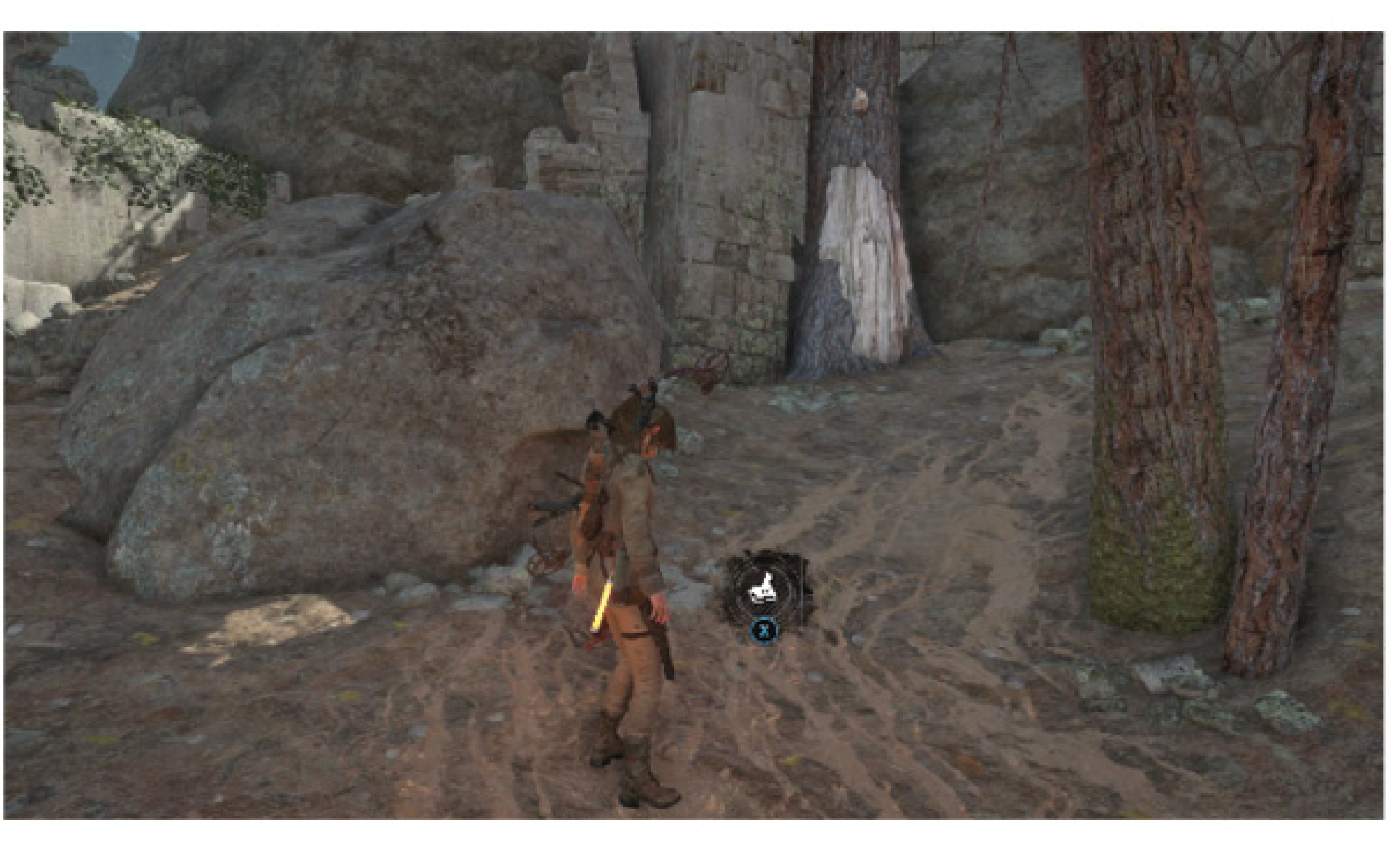
023 South of the Ruins Encampment, in the herbalist's room: Look on the wall for a **Mural**.



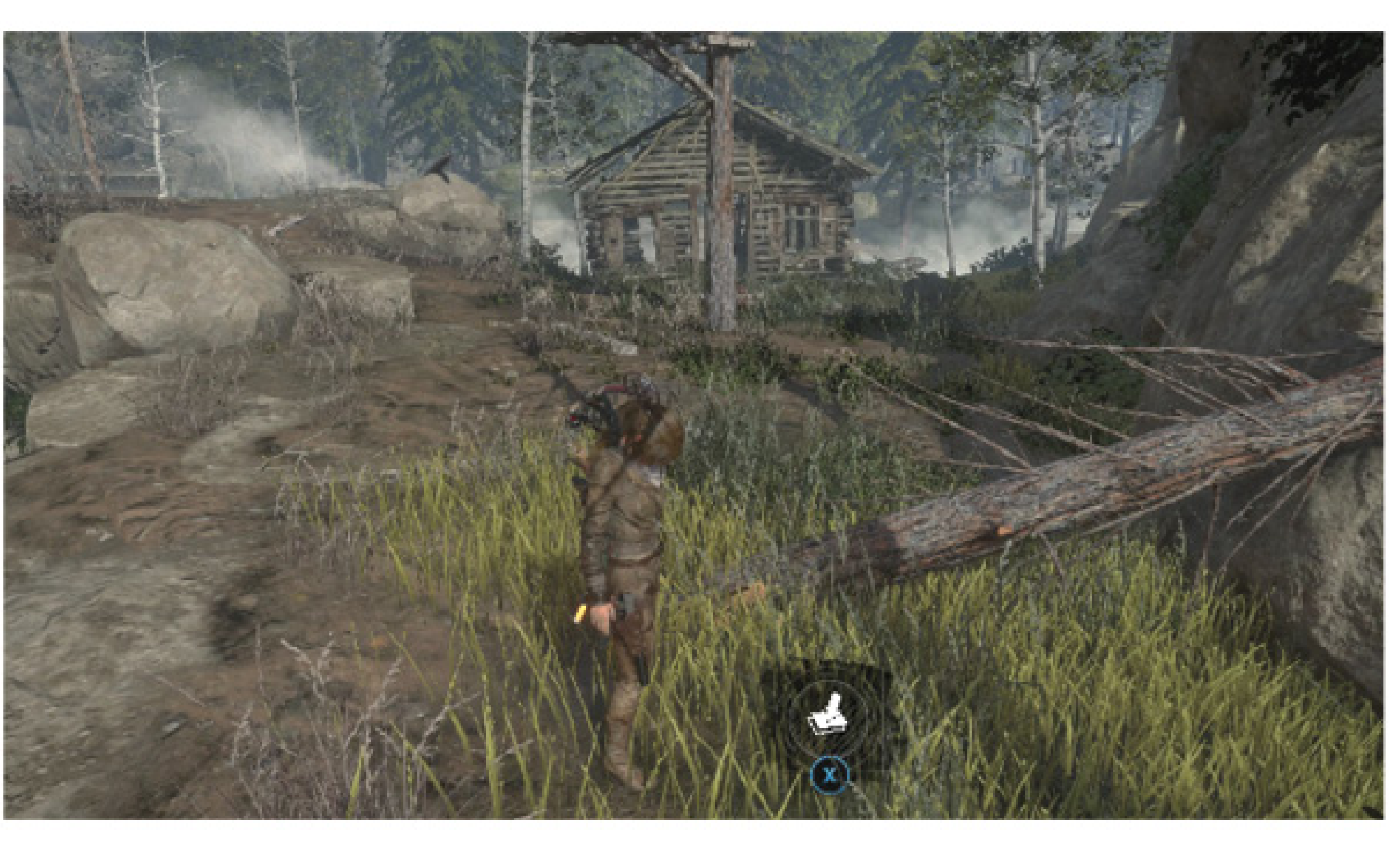
024 Southeast of the Ruins Encampment: Search outside of the herbalist's area for a **Strongbox**.



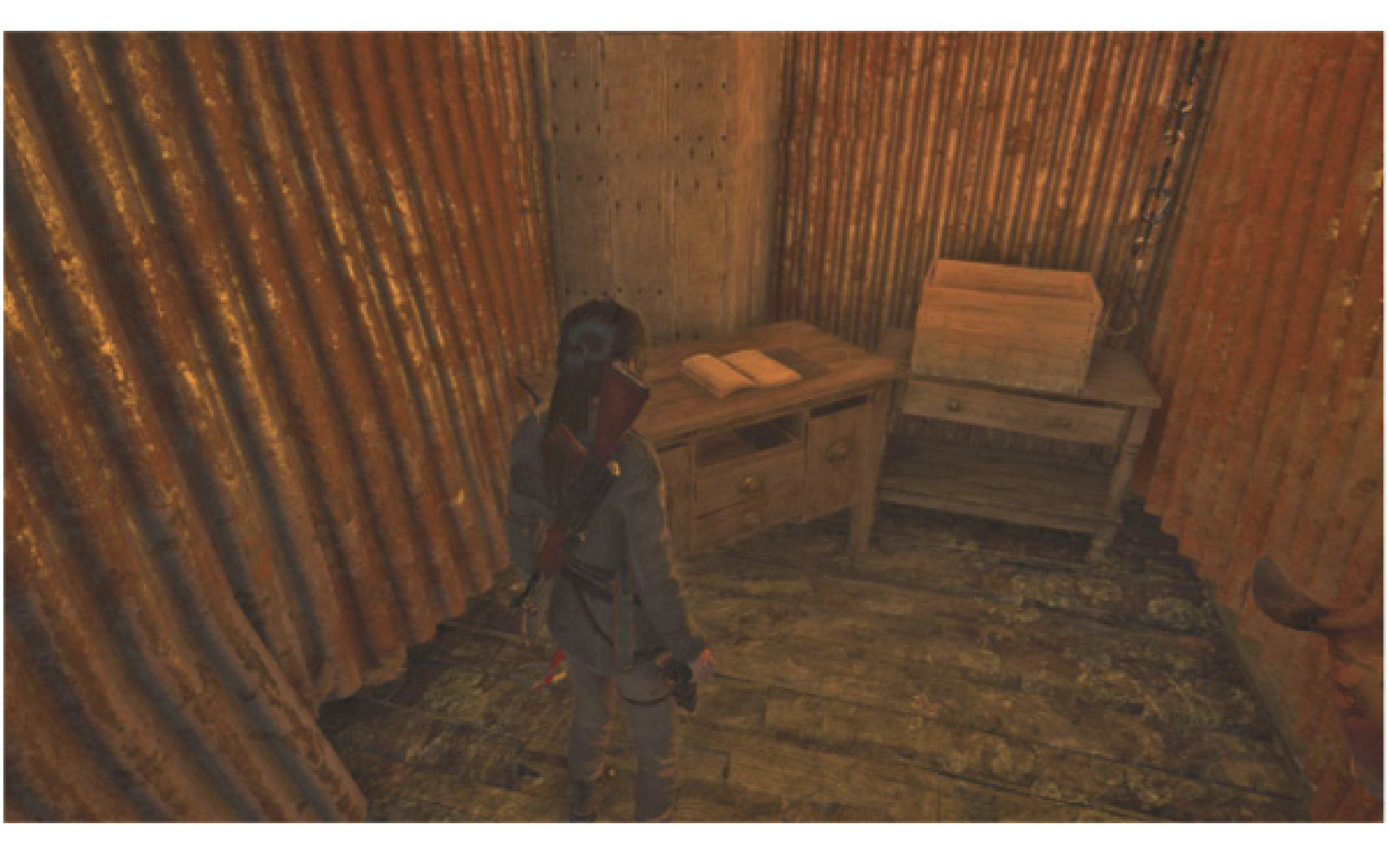
025 Southeast of the Ruins Encampment: climb into the large building by the Monolith to find a **Relic** at the top of the area.



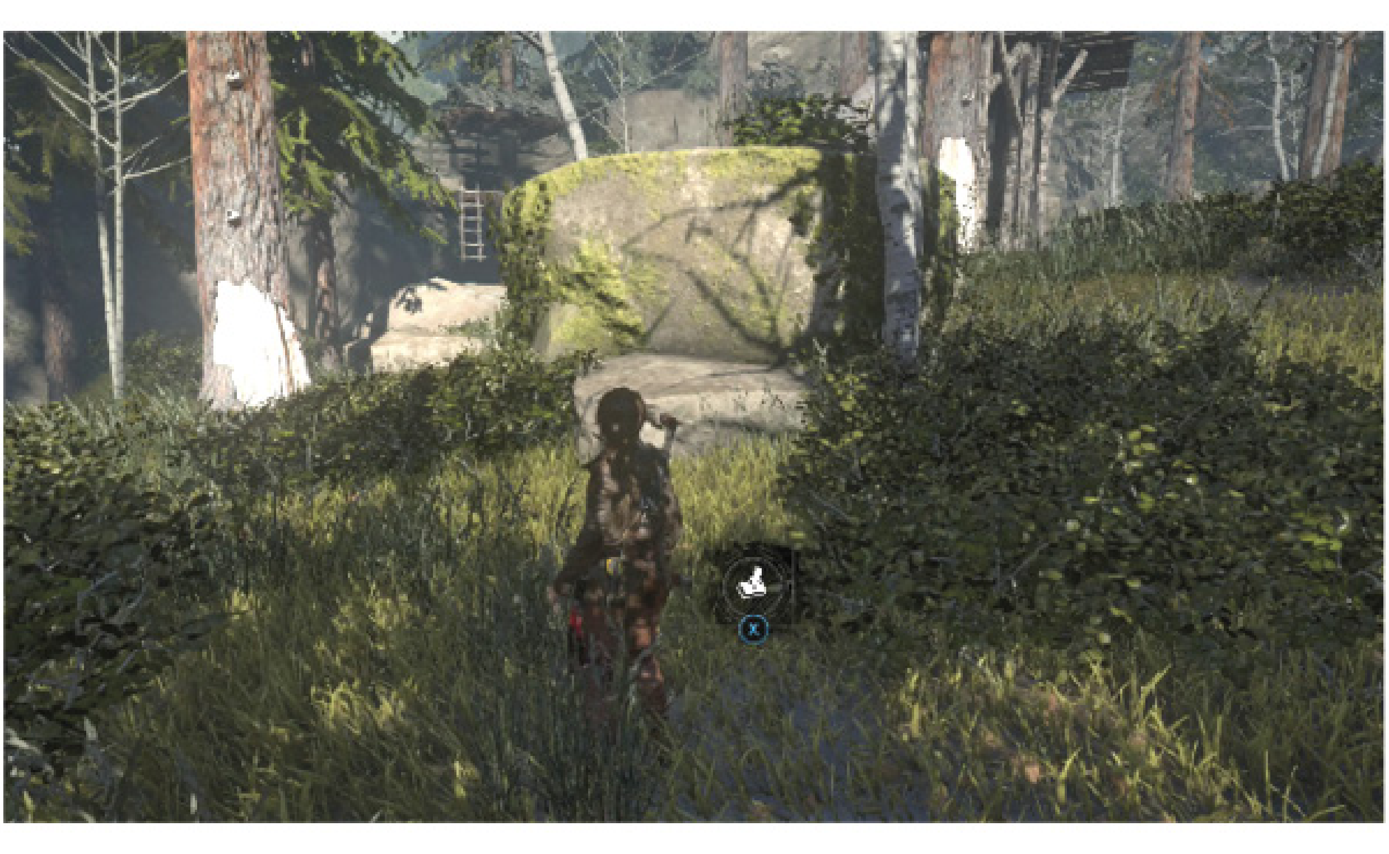
026 East of the Ruins Encampment: Search the muddy ground between the ruined buildings for a **Survival Cache**.



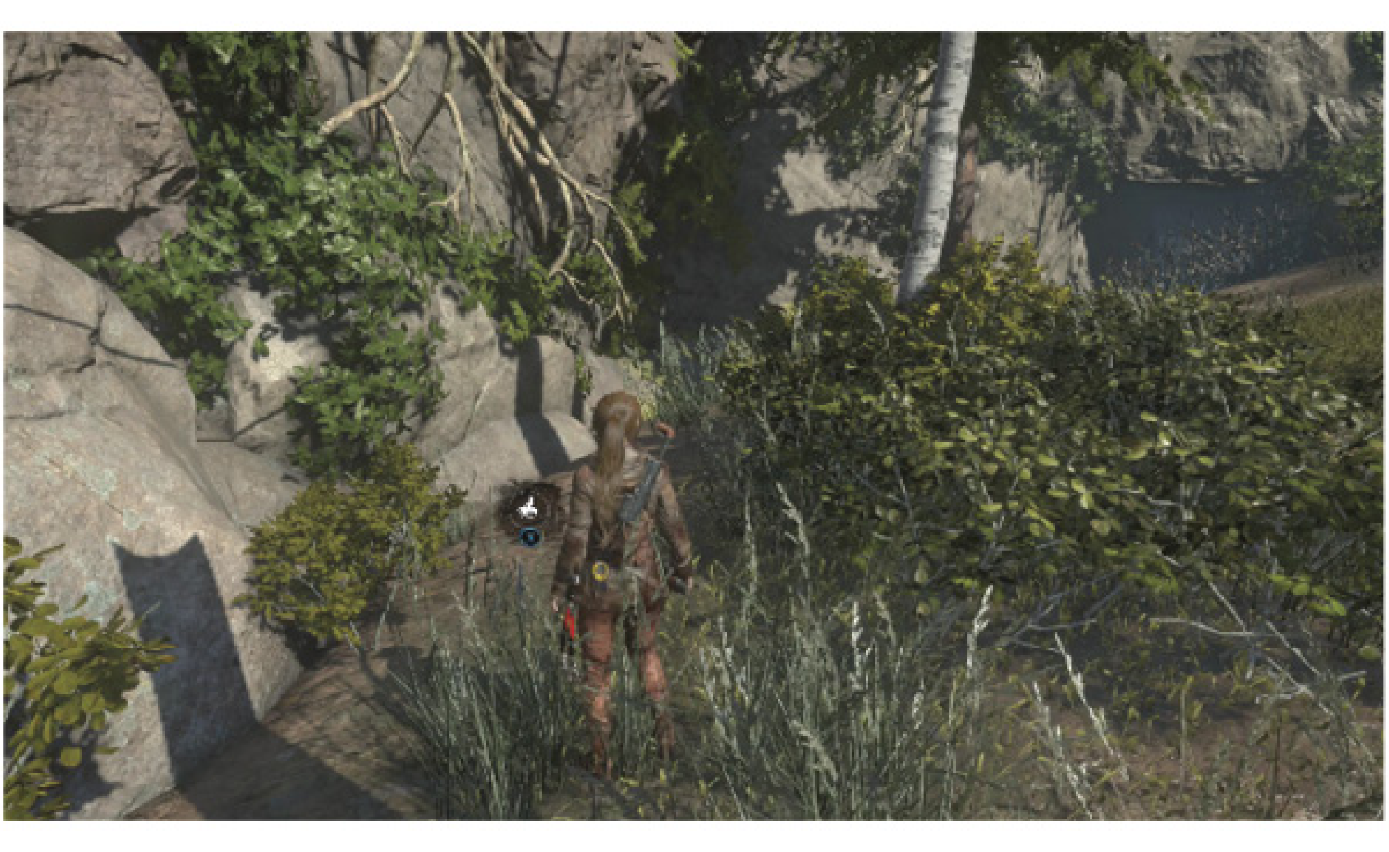
027 SW of Ruins Encampment: Search the cliffs that overlook the water for a **Survival Cache**. These are very close to a Cave entrance.



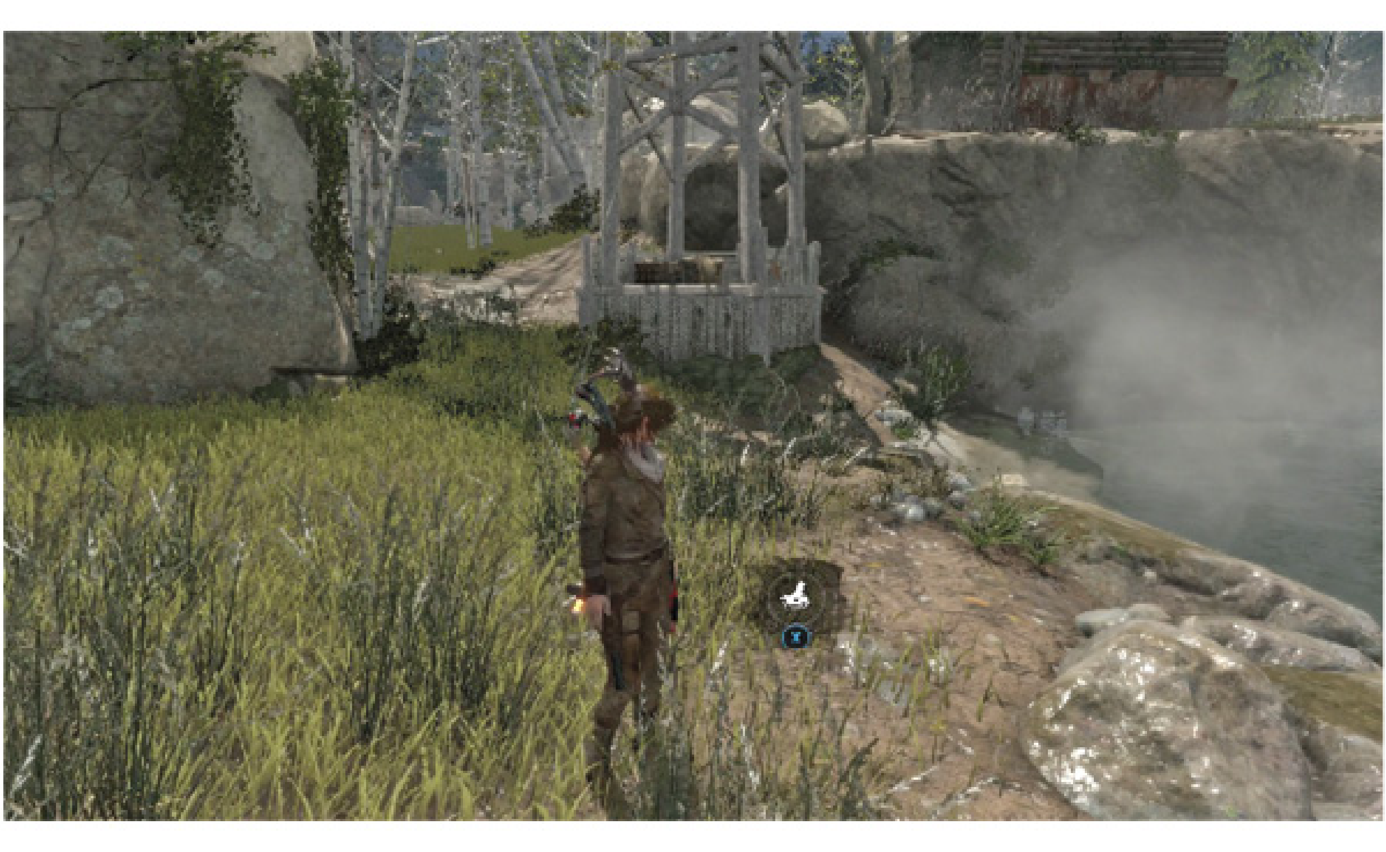
028 West of Ruins Encampment: Look for a small shack that is near the stag deer icon. Search inside for a **Document**.



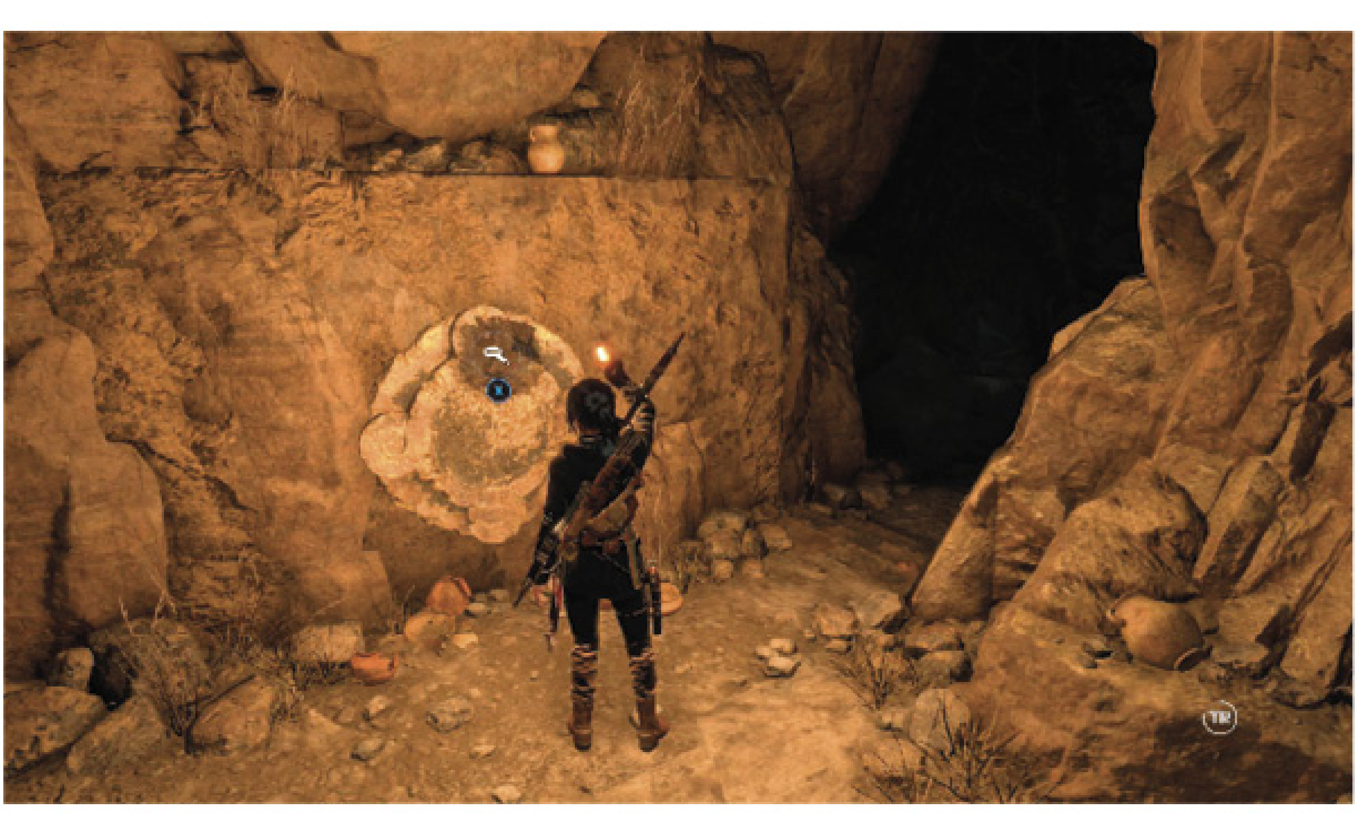
029 West of Ruins Encampment: Search the ground west of the large building in the valley for a **Survival Cache**. Beware of the prowling cat!

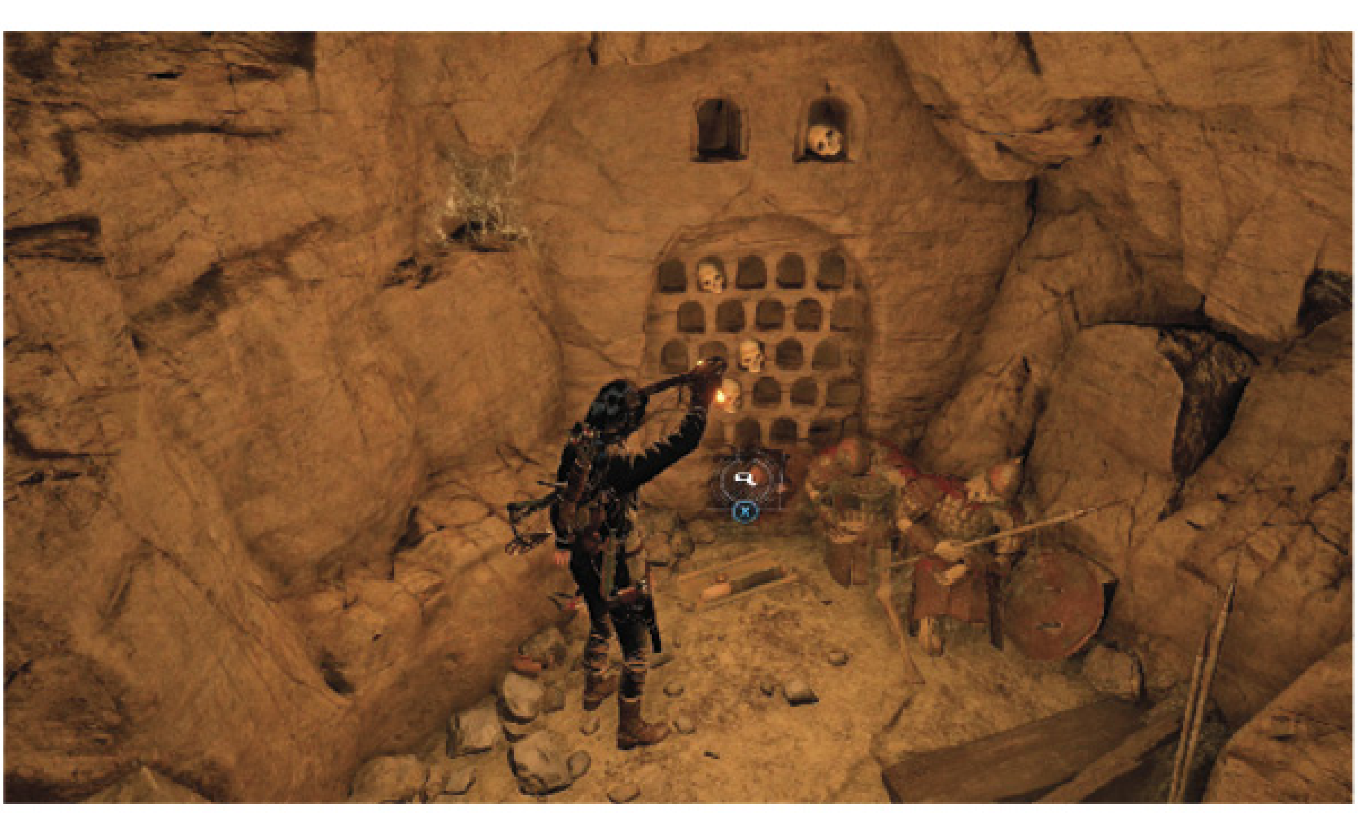


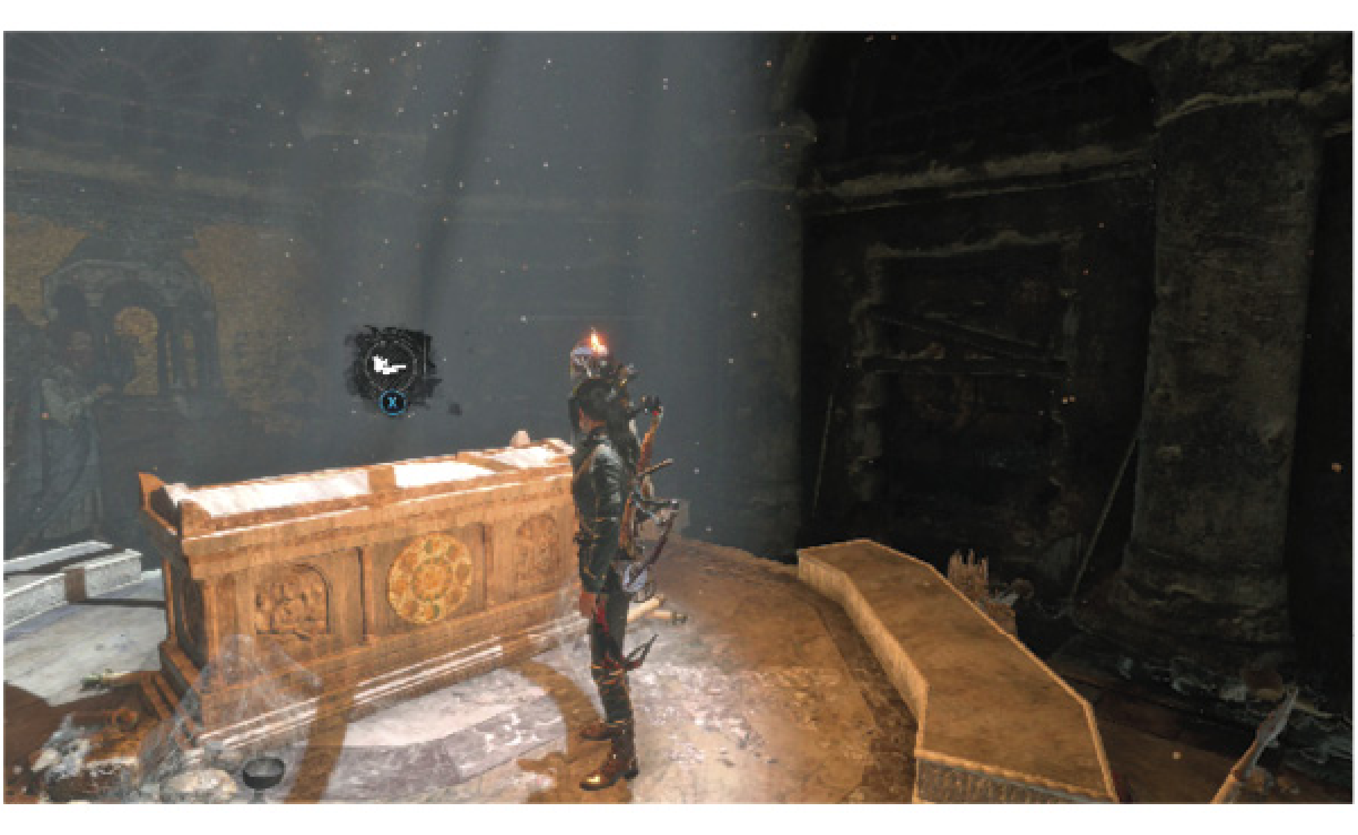
030 Far W of Ruins Encampment: Look along the western edge of the map for a **Coin Cache**, in the large cat's hunting area.



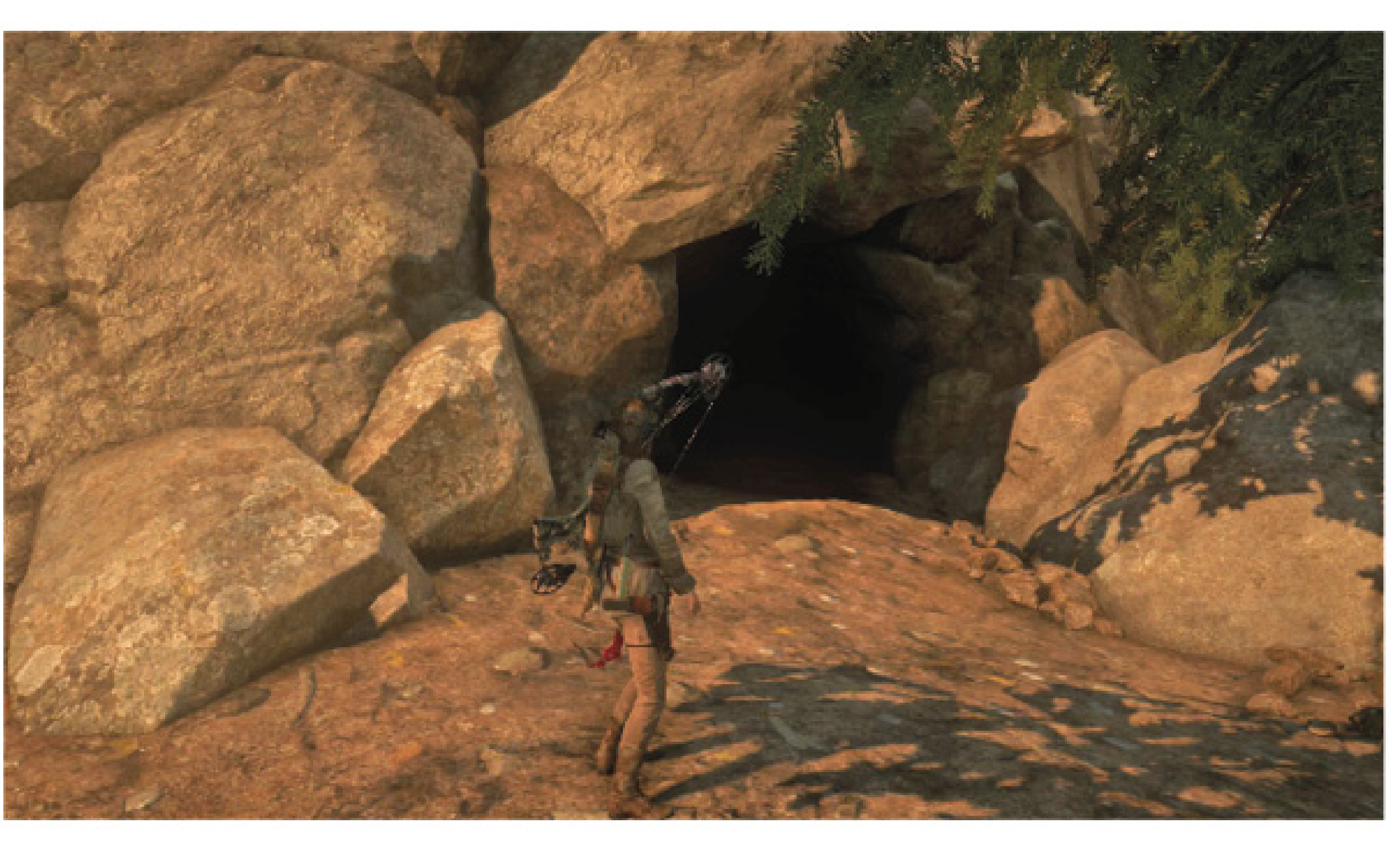
031 Far W of Ruins Encampment: A **Coin Cache** is buried south of the large building in the valley, along the shoreline by the watchtower.



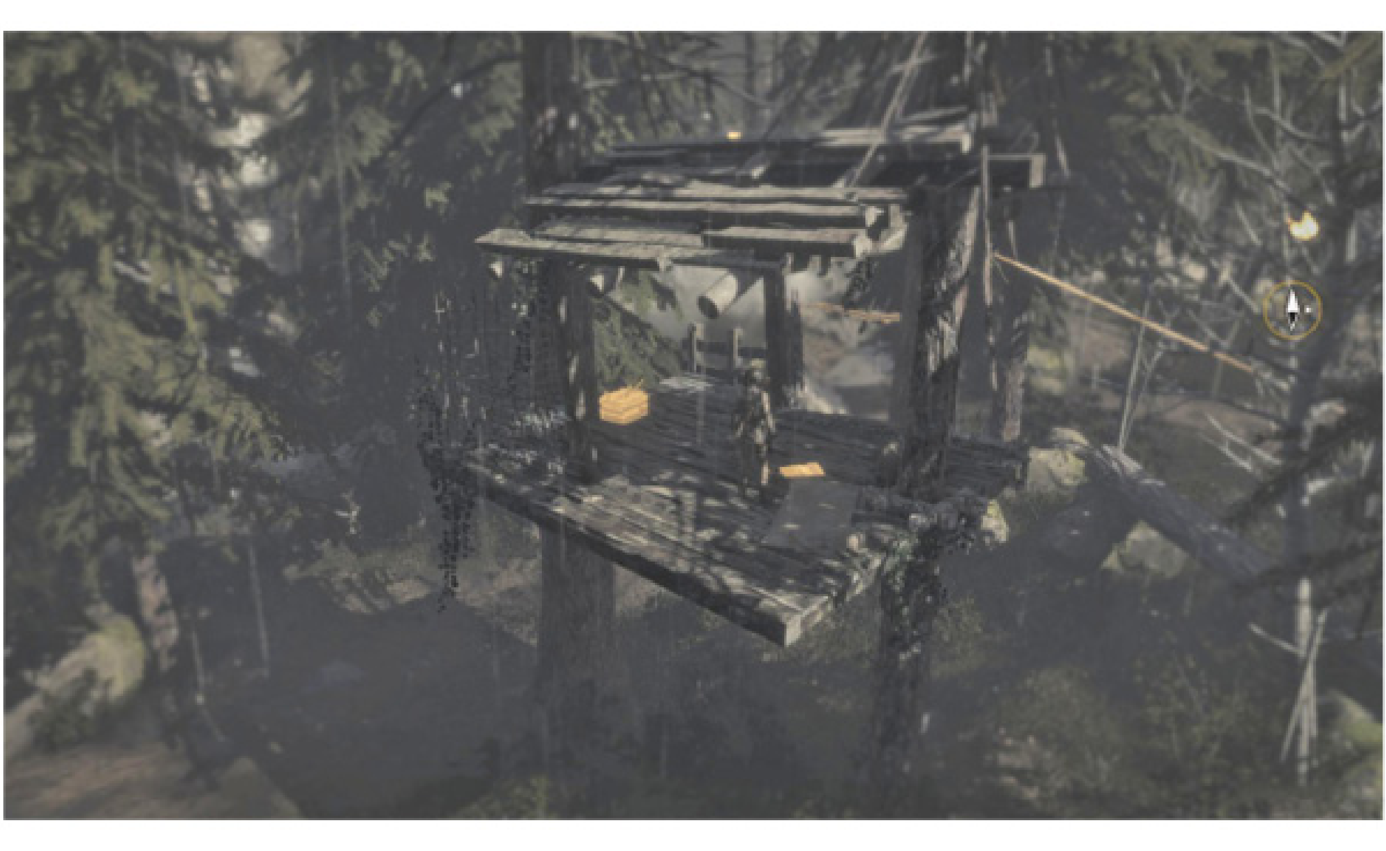




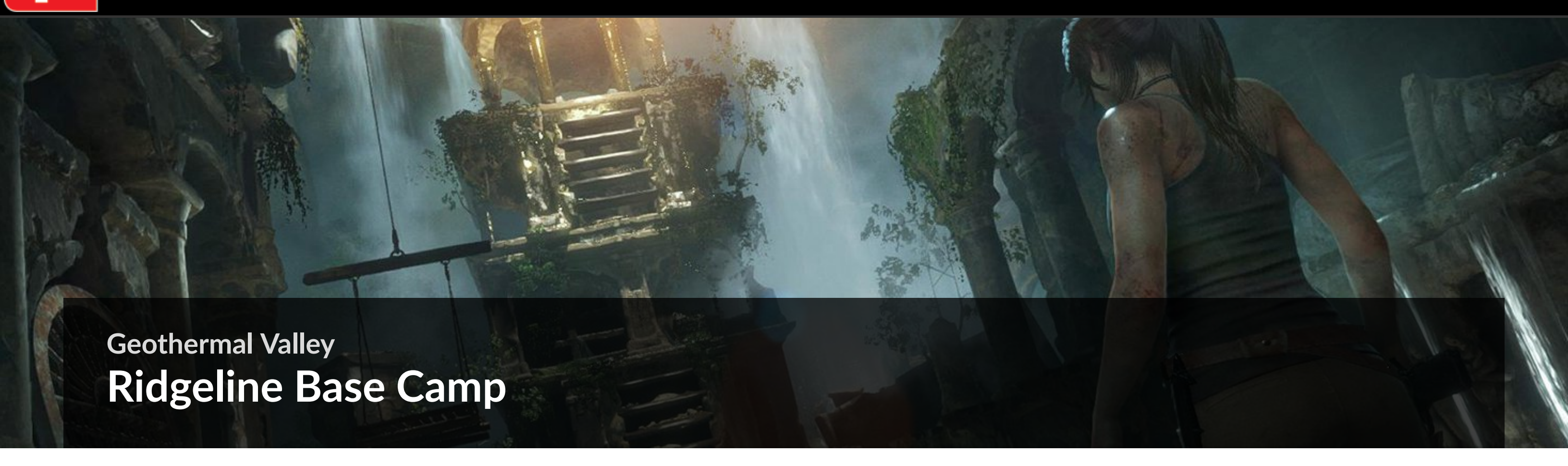
032 **033** SE of Ruins Encampment: follow the muddy trail along the cliff to find a cave with the Southern Crypt entrance. Inside is a **Mural**, a **Document**, and the Sarcophagus. Items in Crypt are not shown on the map.



034 There ia a **Coin Cache** outside of the Crypt entrance.

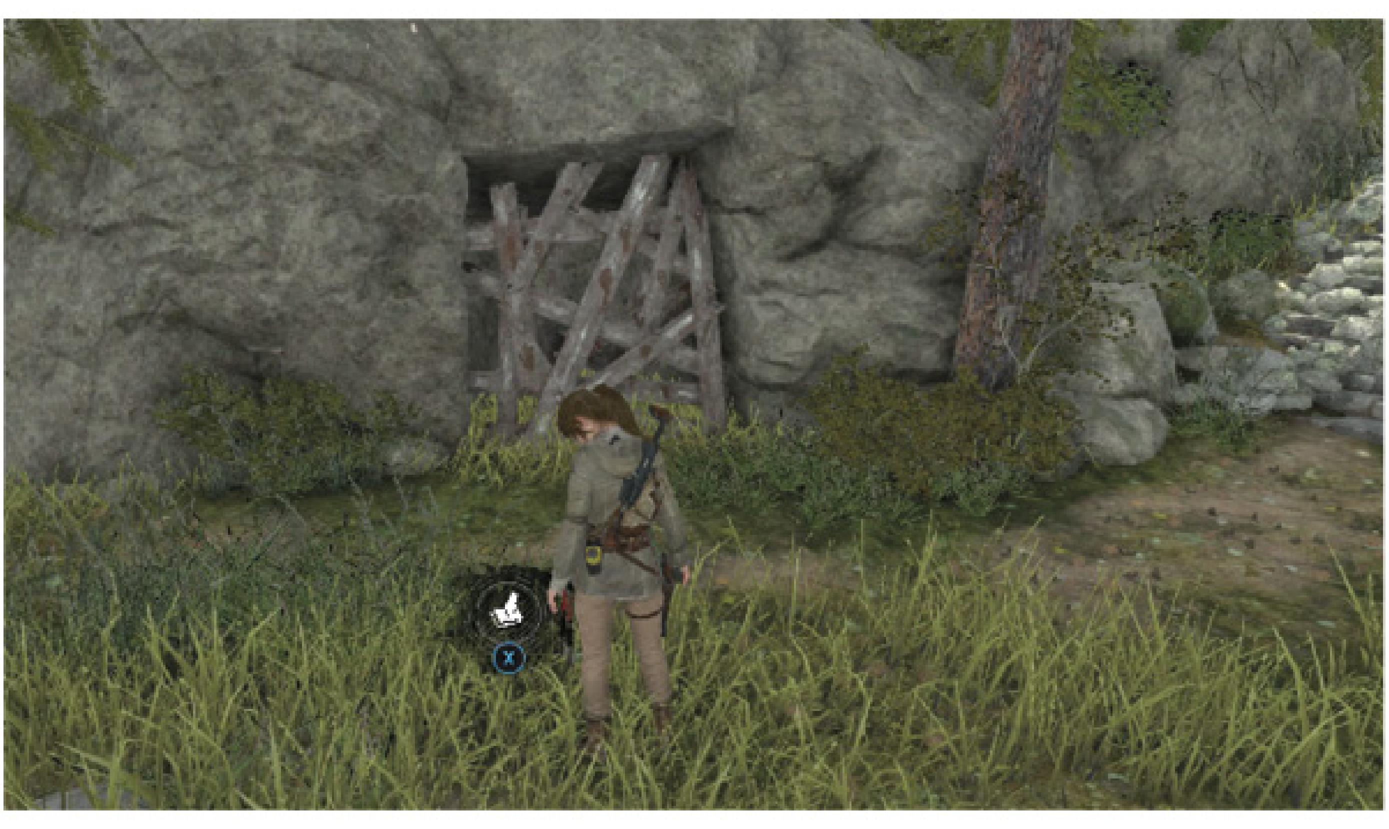


035 Northwest of Ruins Encampment: Search a small structure for a **Document**.

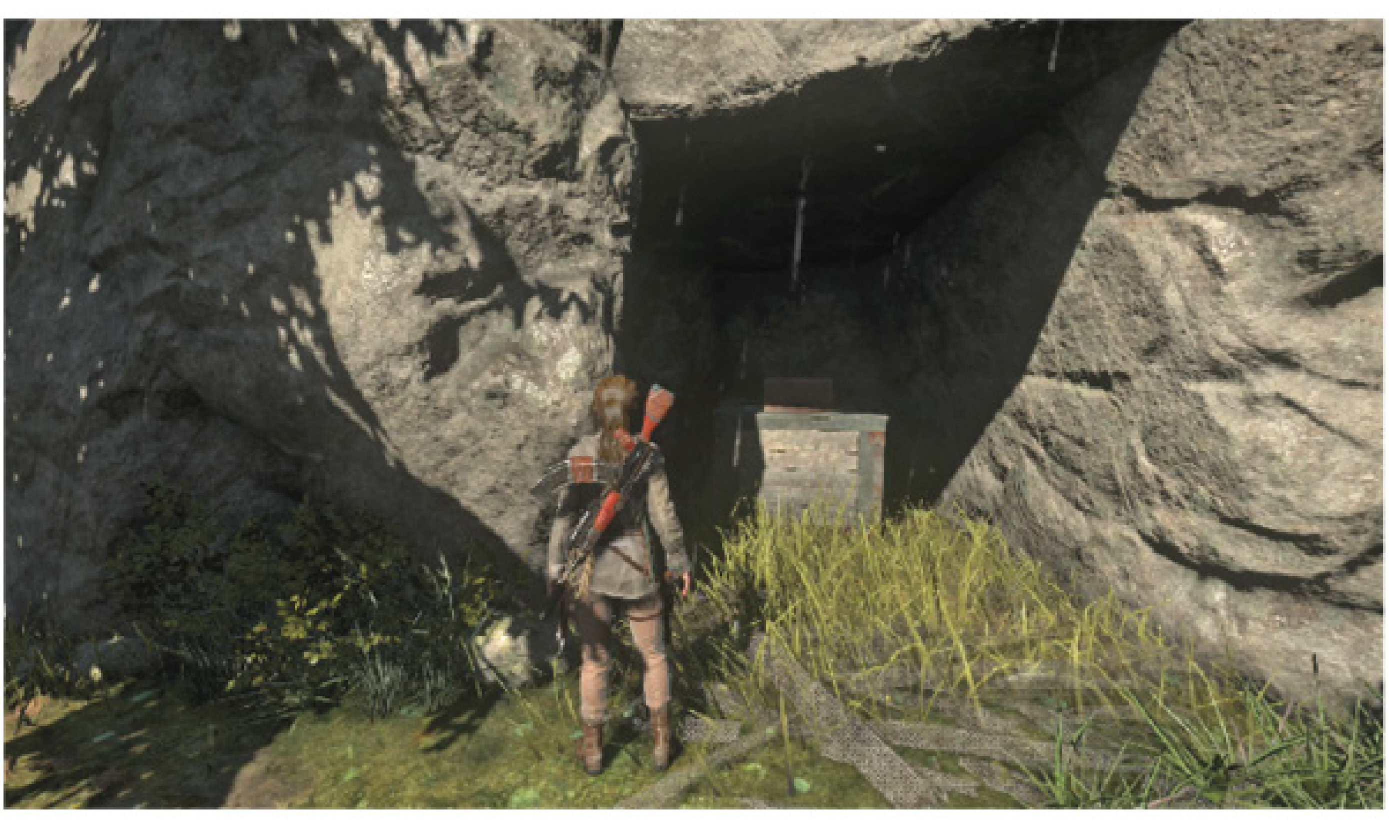


Geothermal Valley

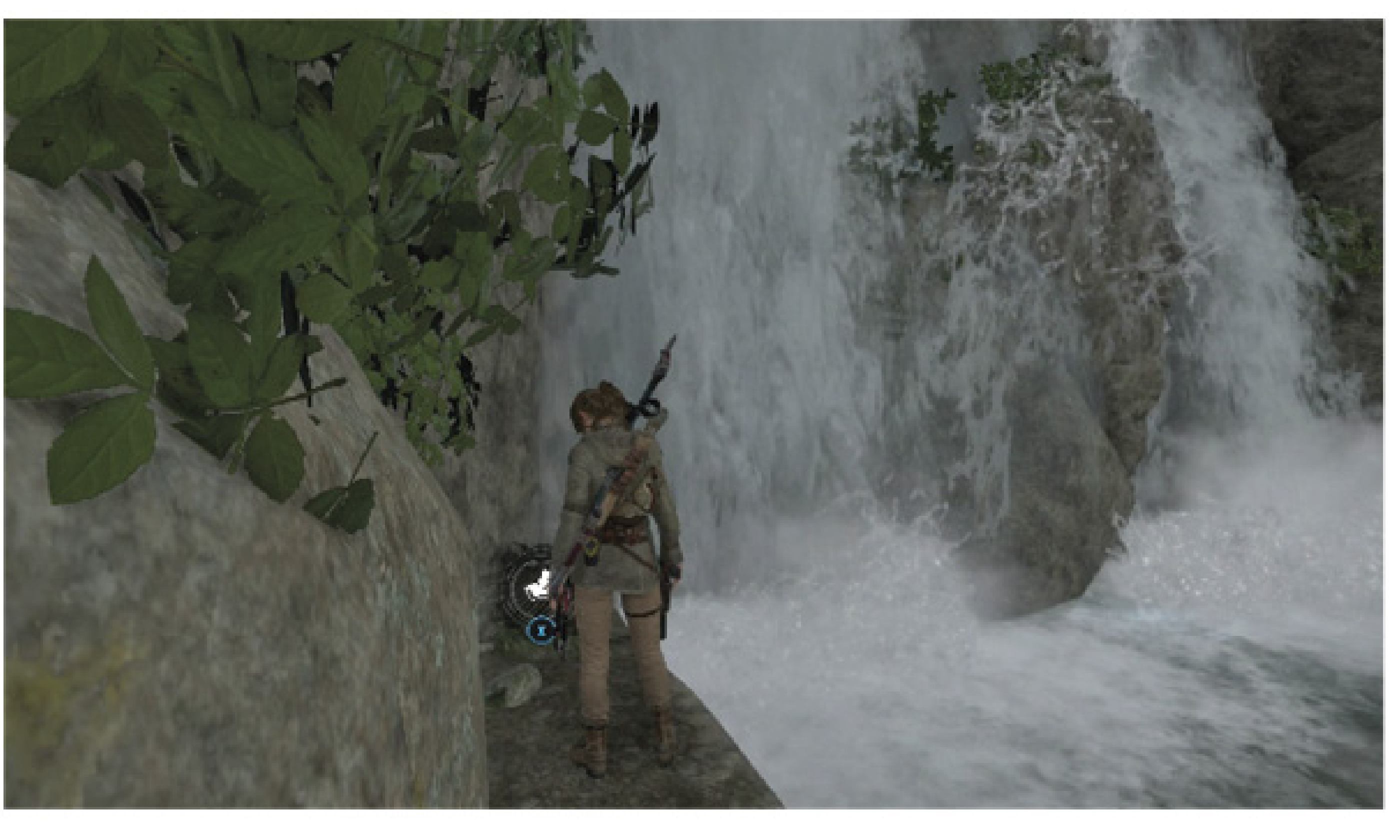
Ridgeline Base Camp



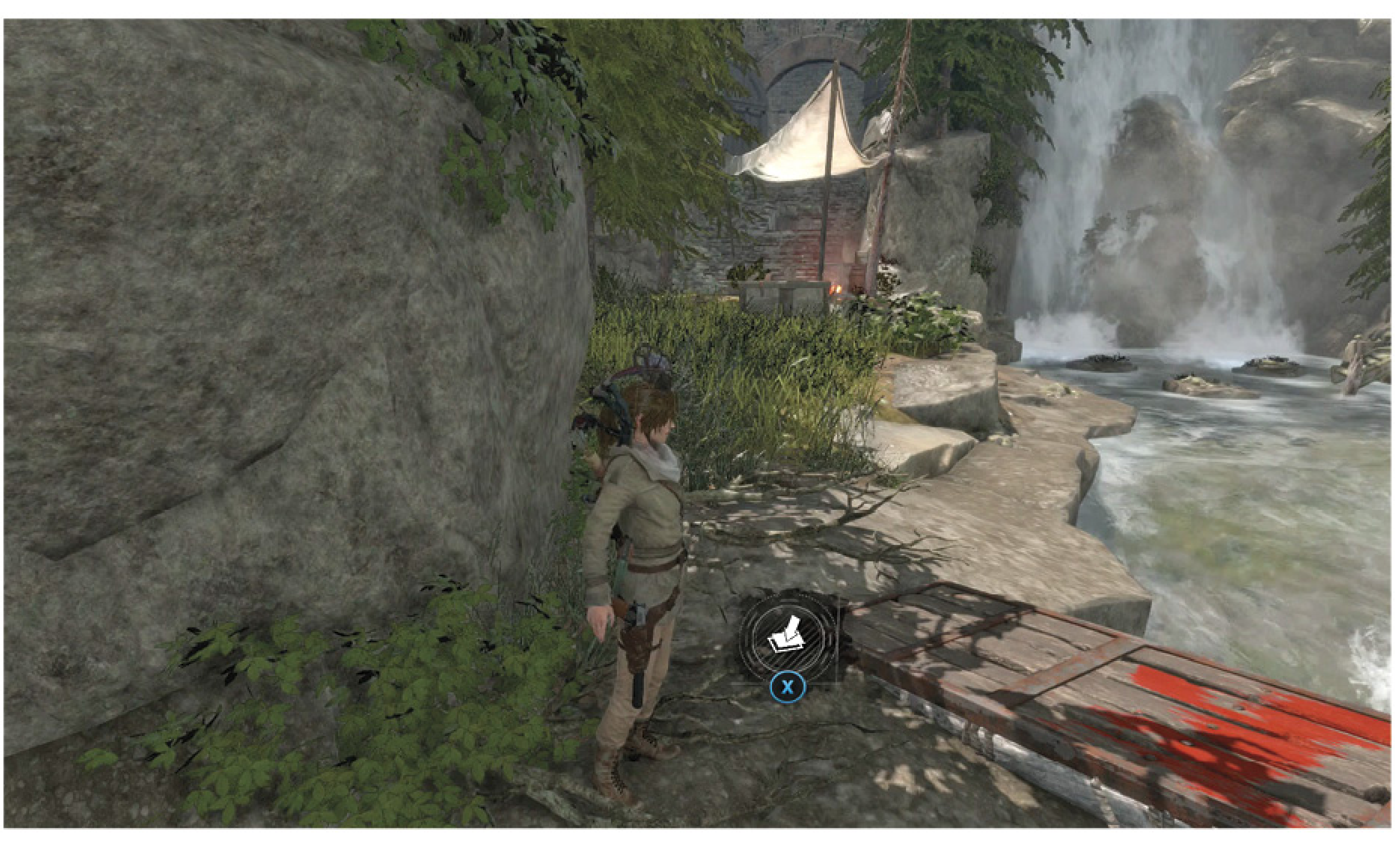
036 Near Ridgeline: A **Survival Cache** is close to camp. Search the ground by the rock wall only a few feet away from the fire.



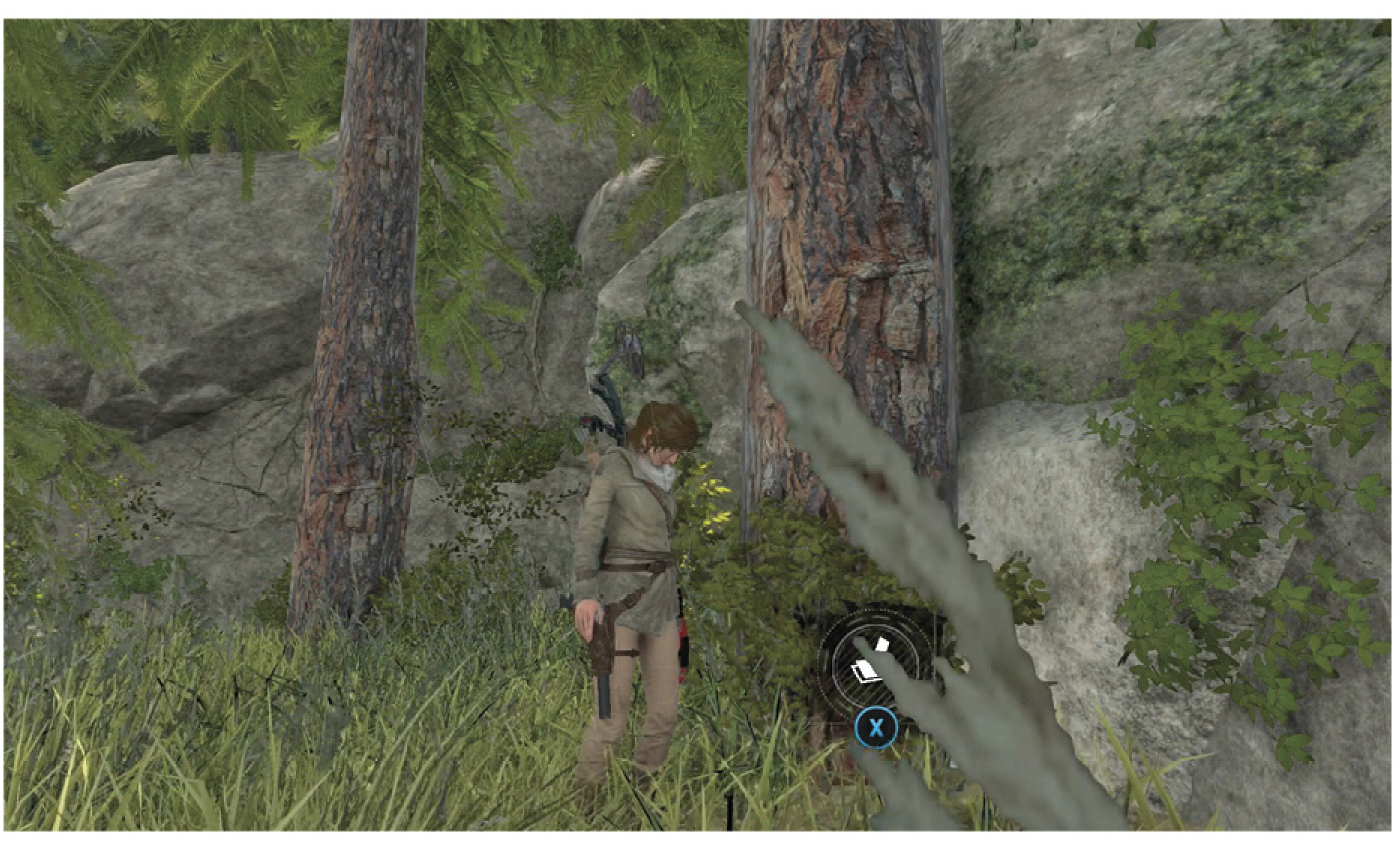
037 Near Ridgeline Camp: Break the barricaded alcove for a **Relic**.



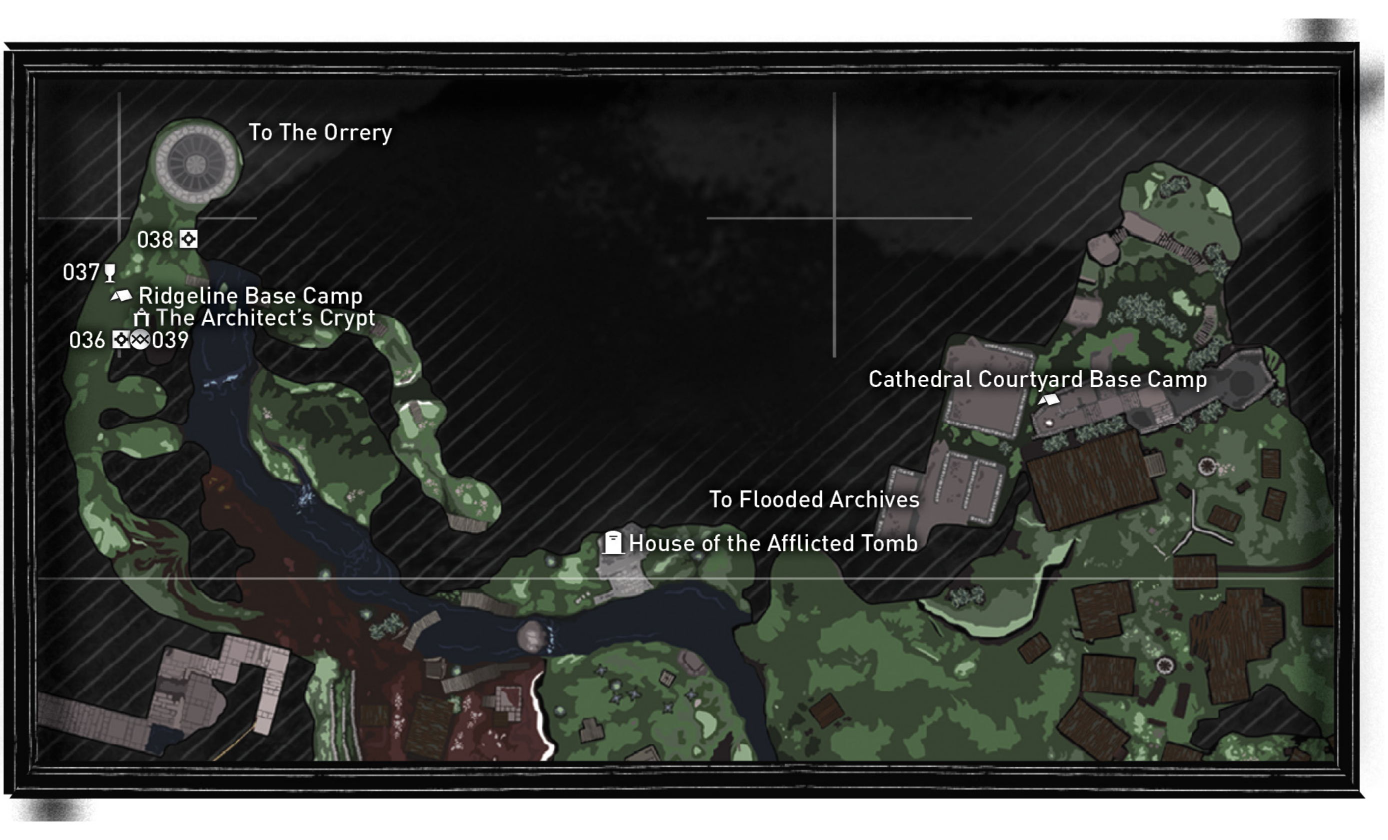
038 N of Ridgeline Camp: A **Survival Cache** is buried on a ledge at the base of the waterfall.

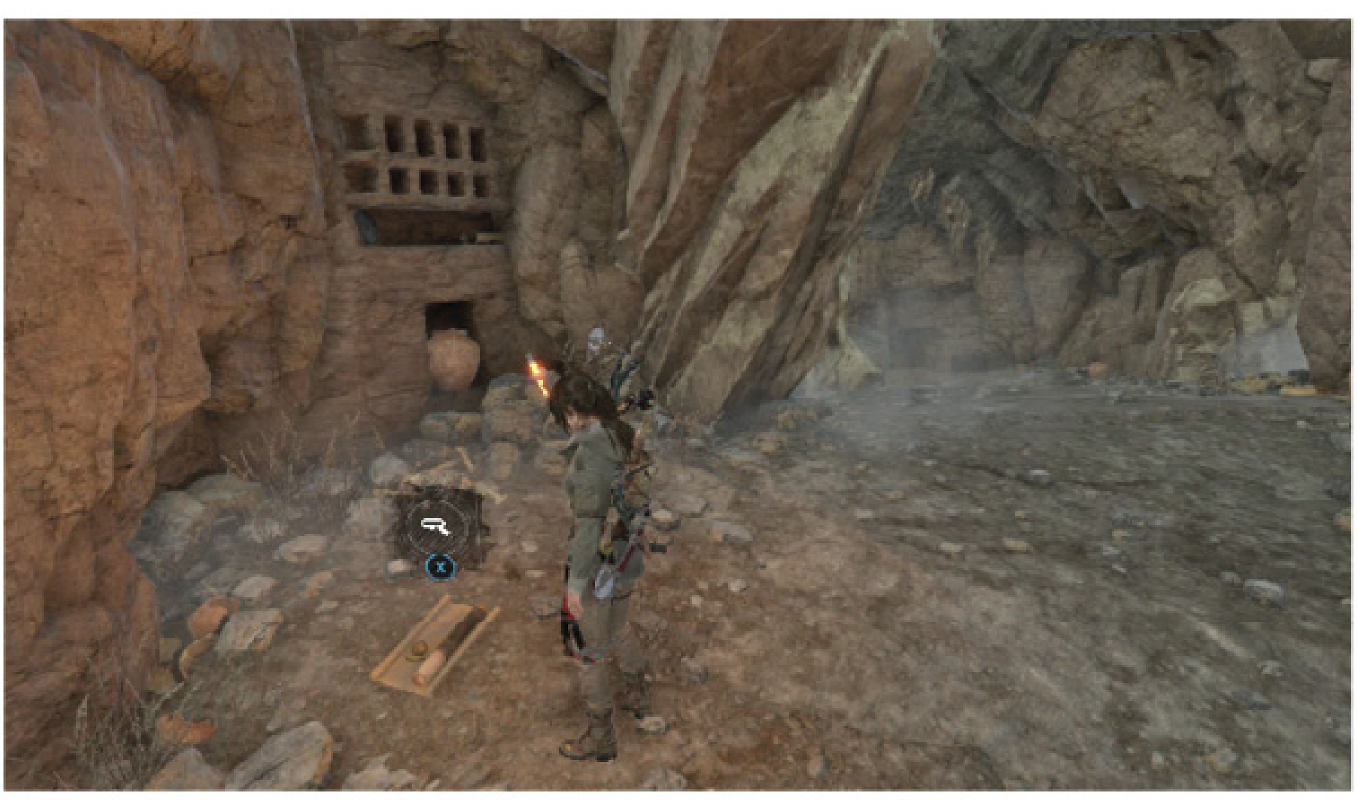


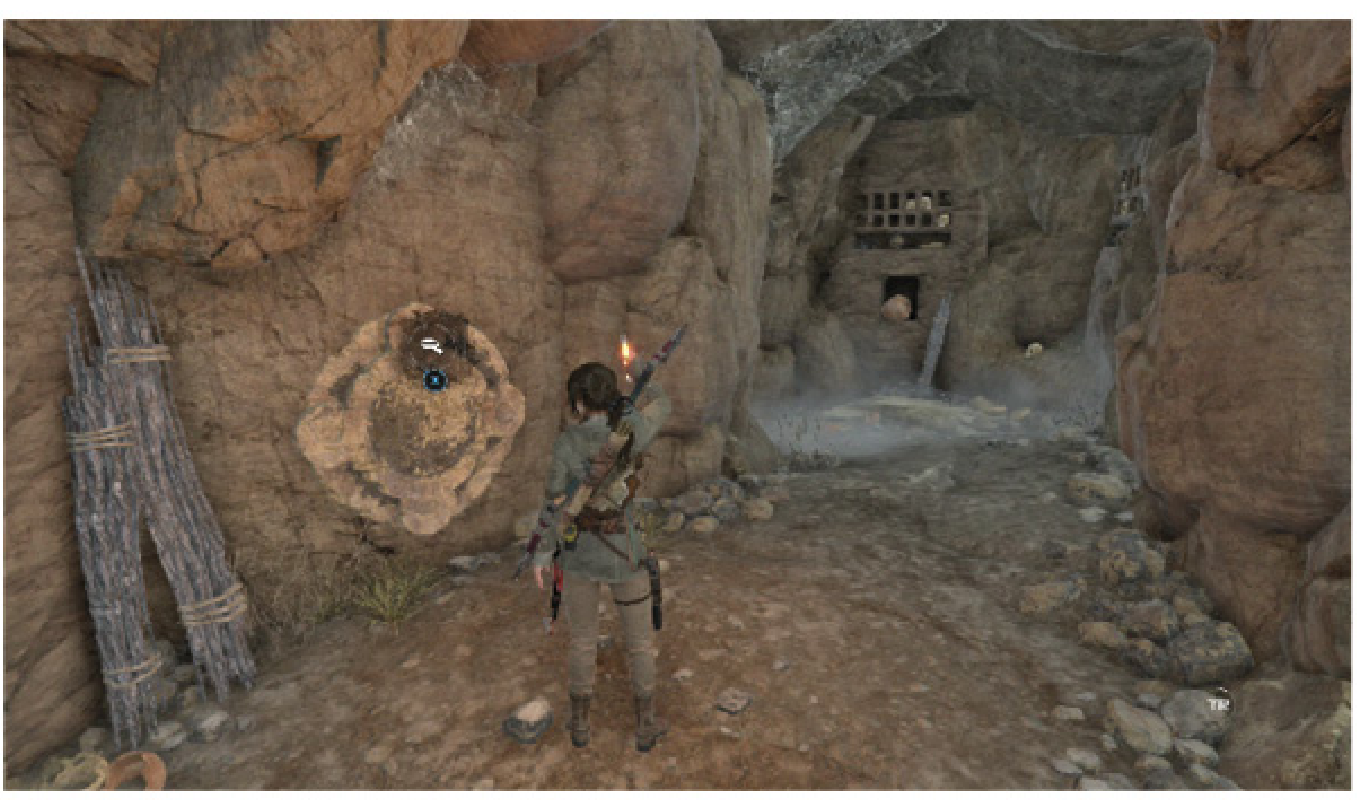
039 S of Ridgeline Camp: A **Coin Cache** is buried at the edge of the cliff, by a painted wooden platform.

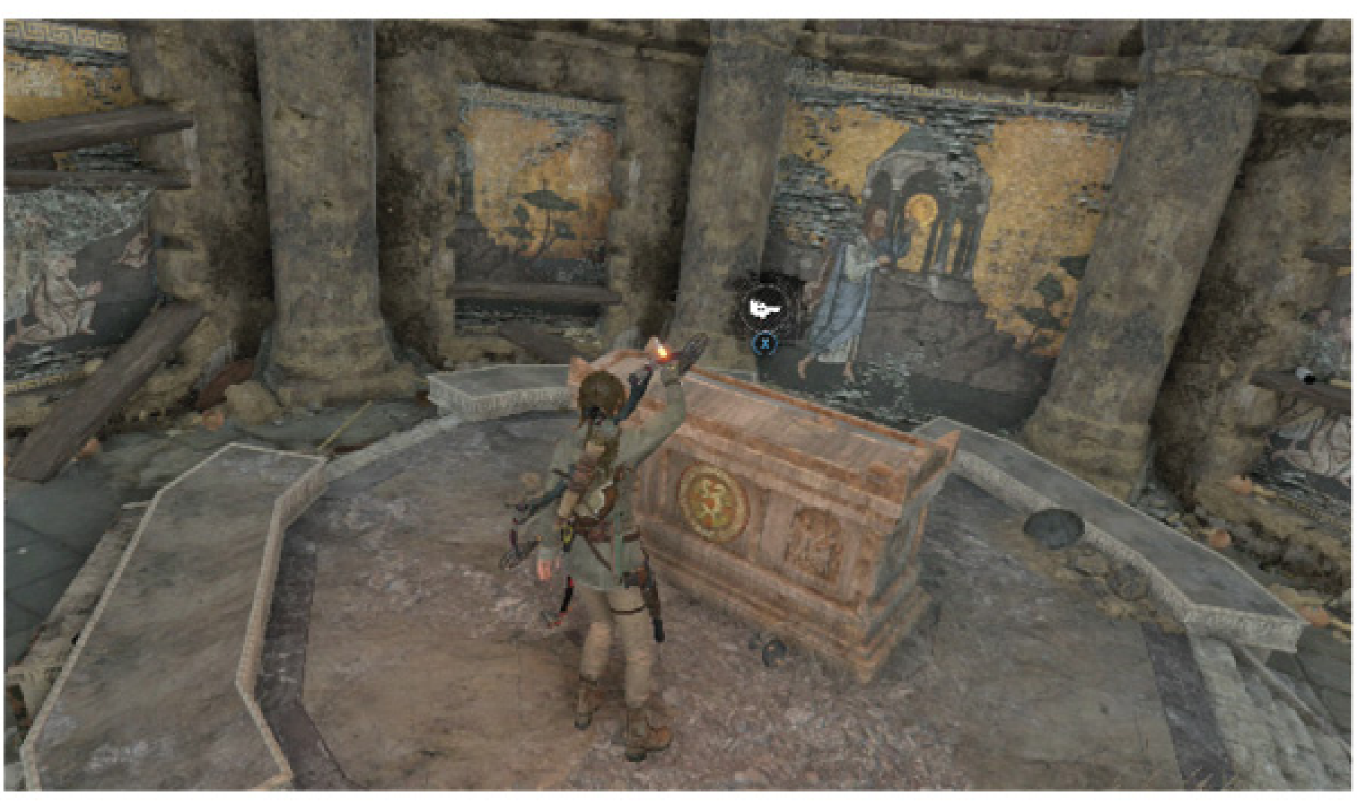


040 S of Ridgeline Camp: A **Survival Cache** is buried at the base of a tree, in the grassy area slightly downhill of the camp.

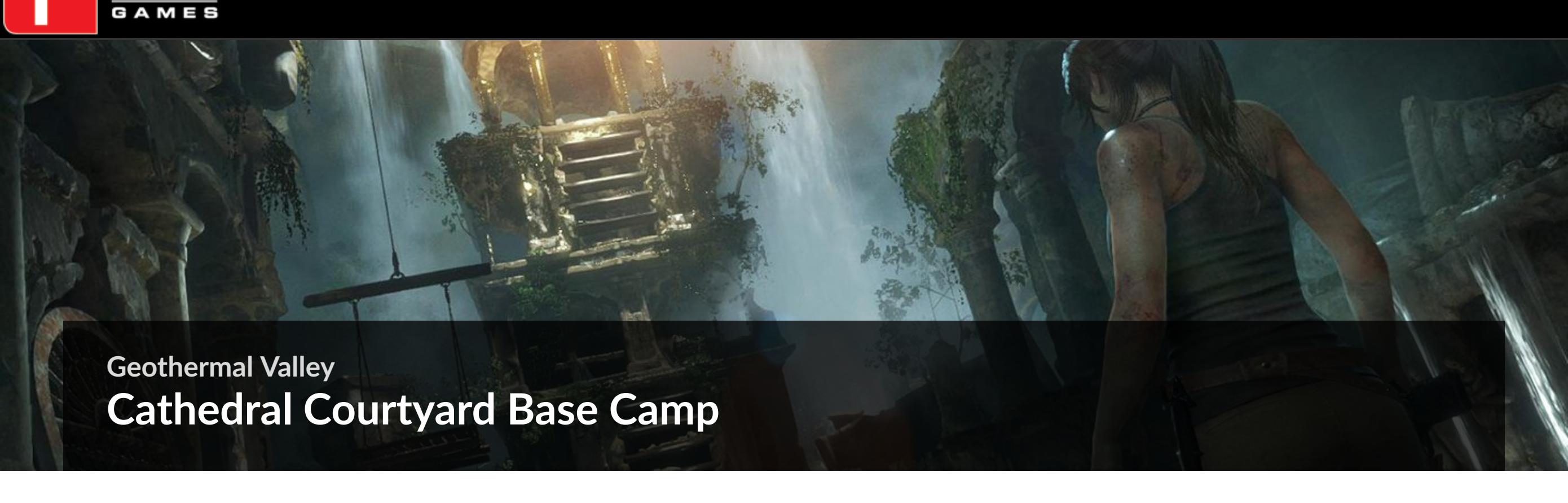

To The Orrery
038
037
Ridgeline Base Camp
The Architect's Crypt
036
039
Cathedral Courtyard Base Camp
To Flooded Archives
House of the Afflicted Tomb





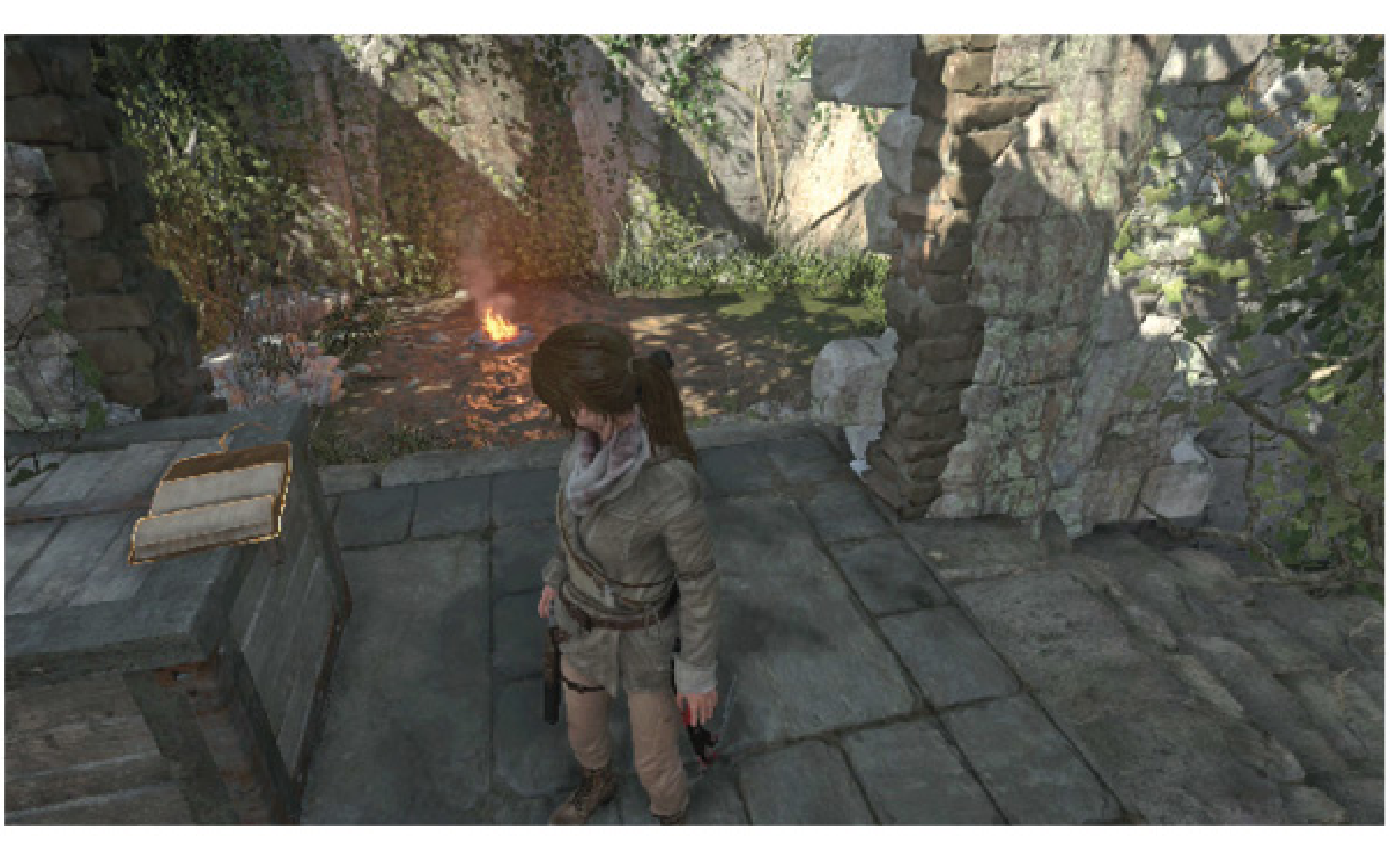


041 **042** Beneath Ridgeline: Carefully drop off of the cliffs onto the ledges that line the waterfall. Use these to get an Explorer's Satchel. Then, jump underneath the waterfall to enter a Crypt. Inside, you find a **Document**, **Mural**, and a Sarcophagus. Items in the Crypt are not shown on the map.

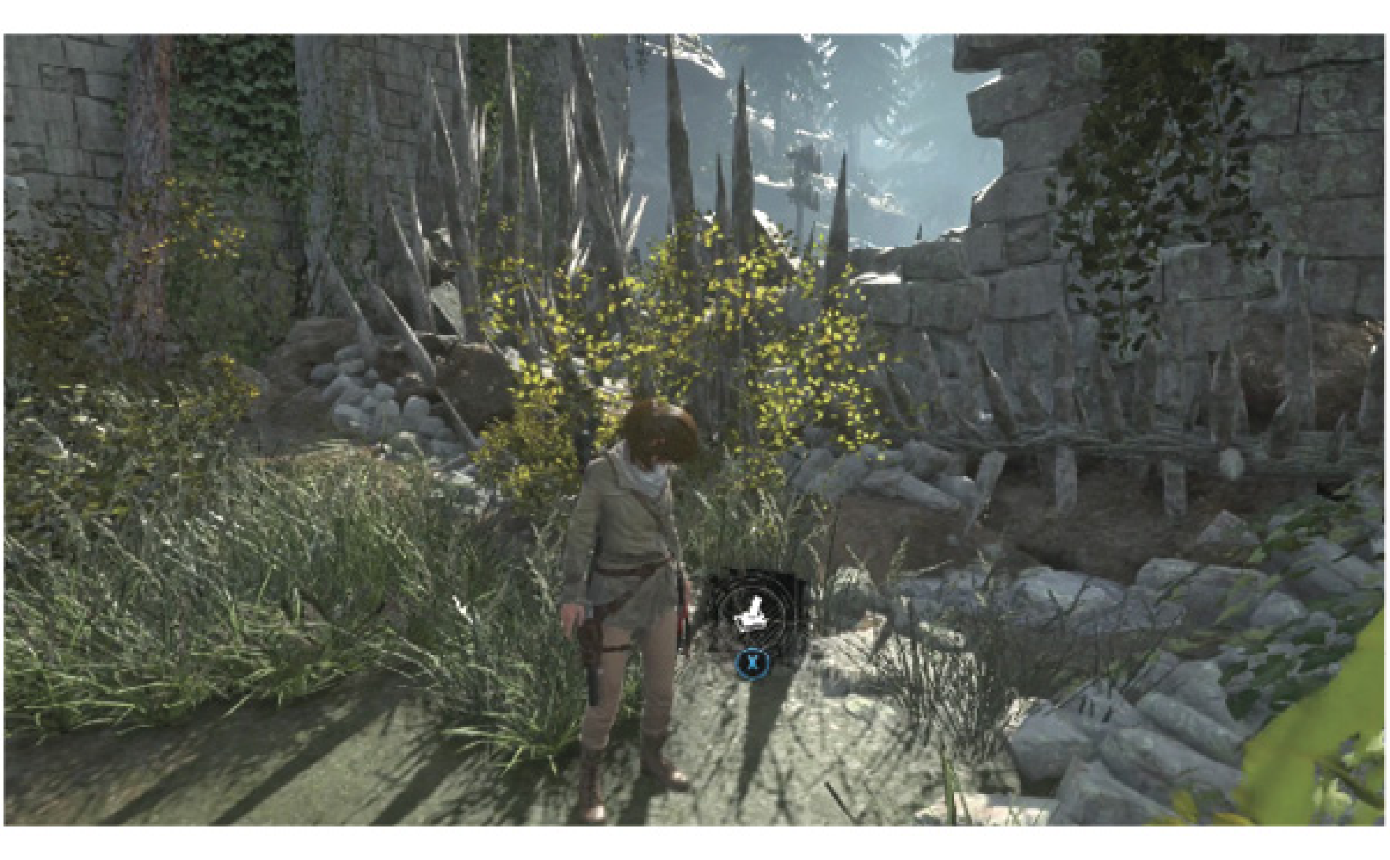


Geothermal Valley

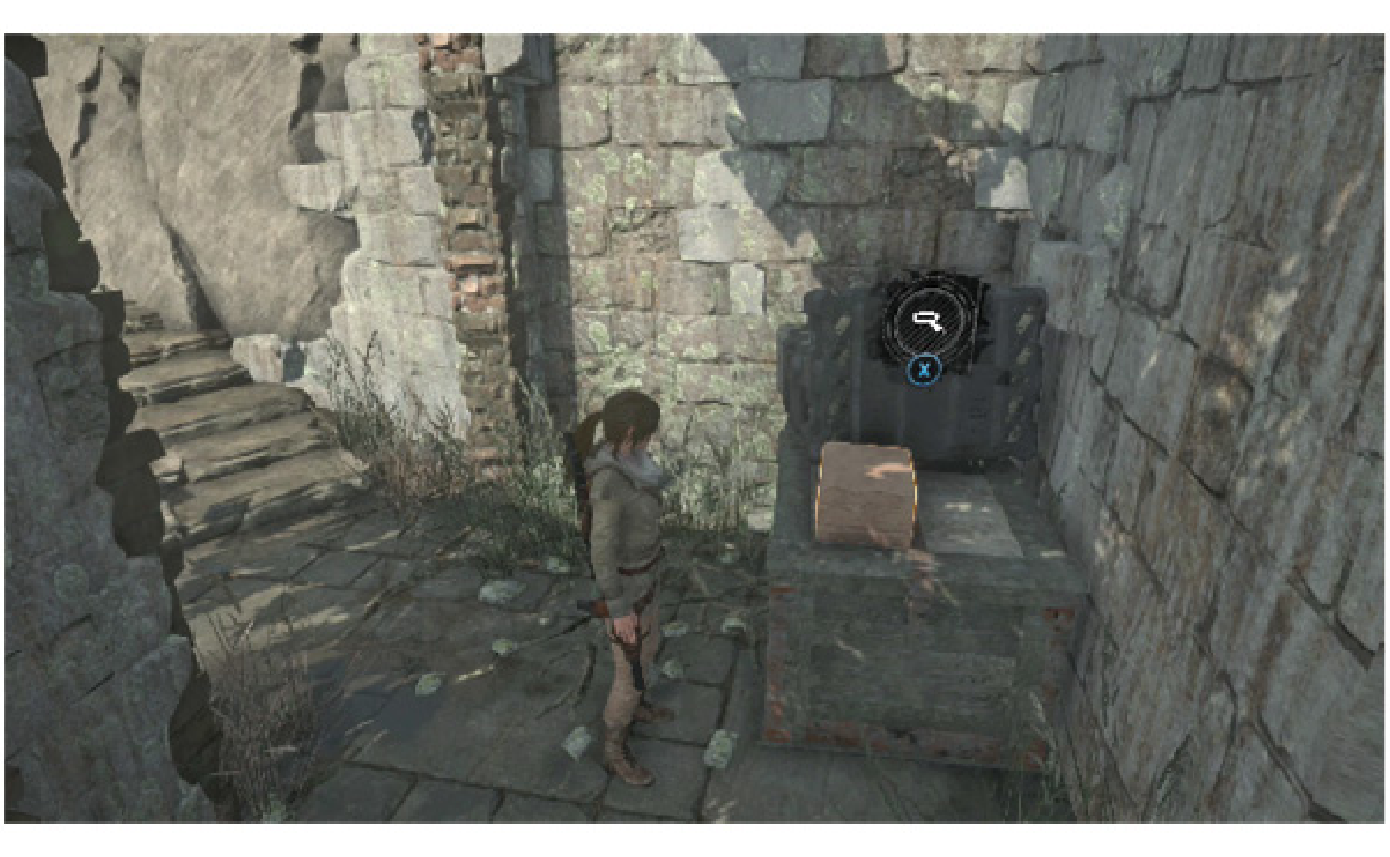
Cathedral Courtyard Base Camp



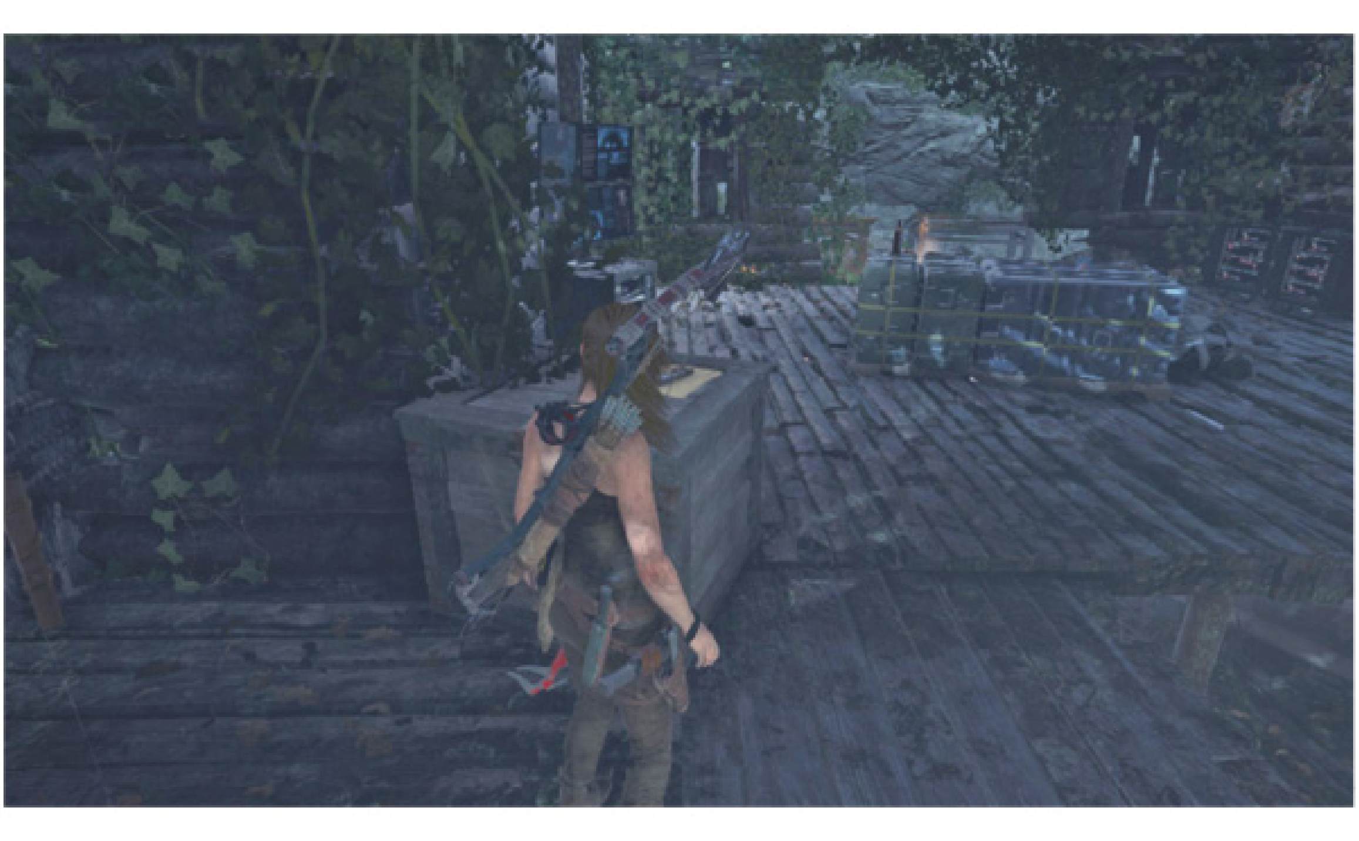
043 E of Cathedral Camp: A **Document** sitting on a crate near the campfire, up a small flight of stairs.

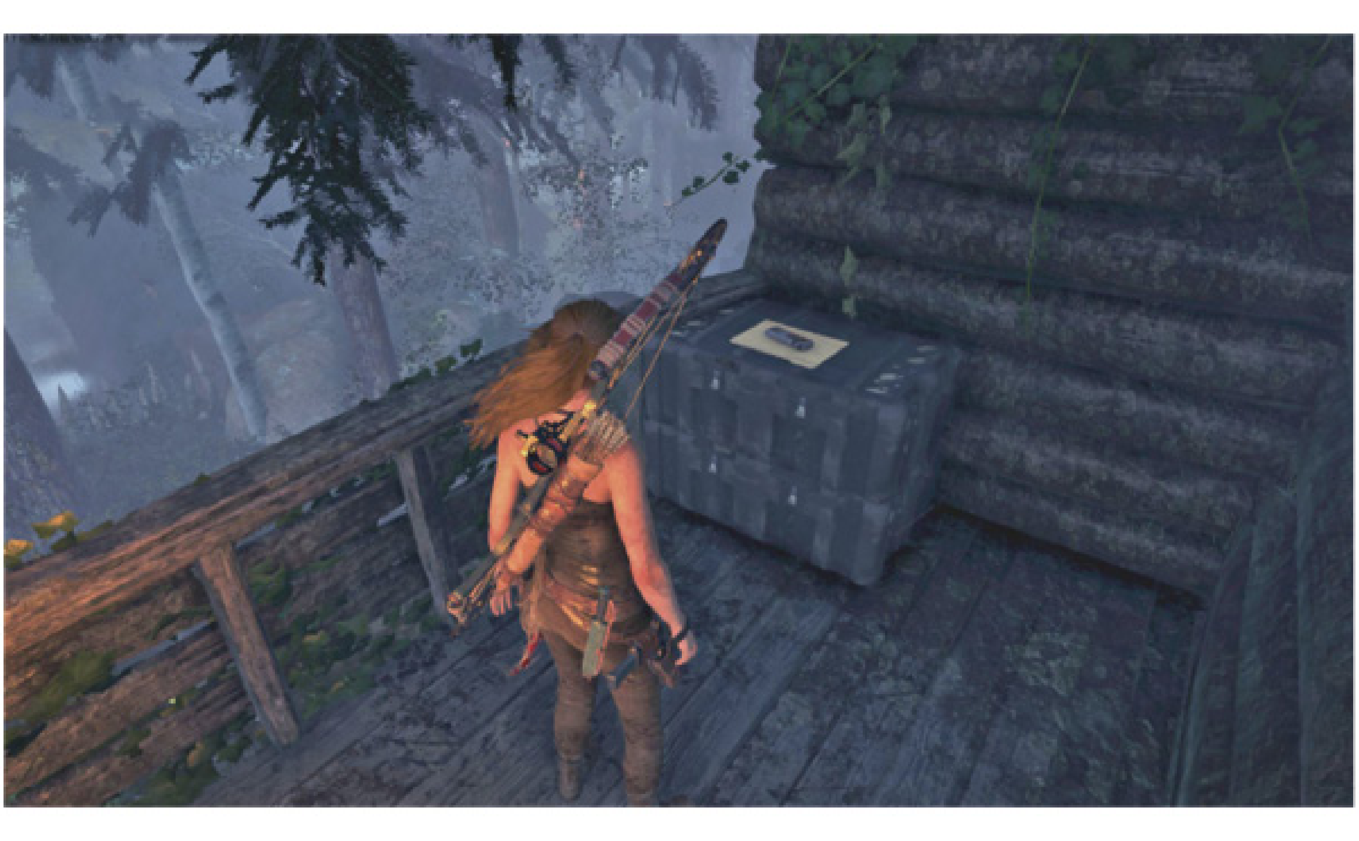


044 E of Cathedral Camp: A **Survival Cache** is buried next to the large wooden stakes.

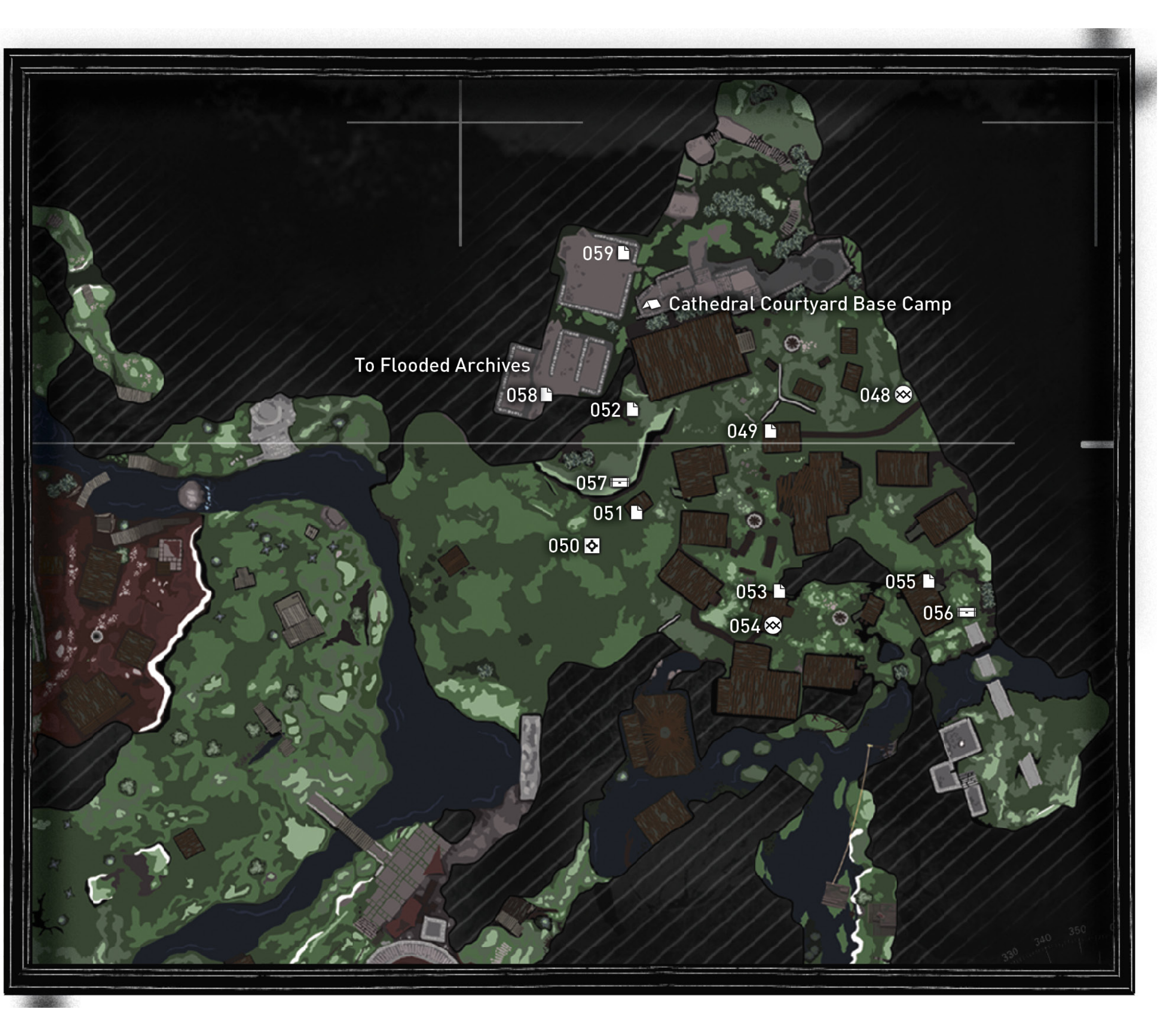


045 N of Cathedral Camp: In the northernmost section of the map (due north of the cat icon on the map) climb the stairs to find a **Relic** waiting. Be careful, as a large cat is on the prowl.

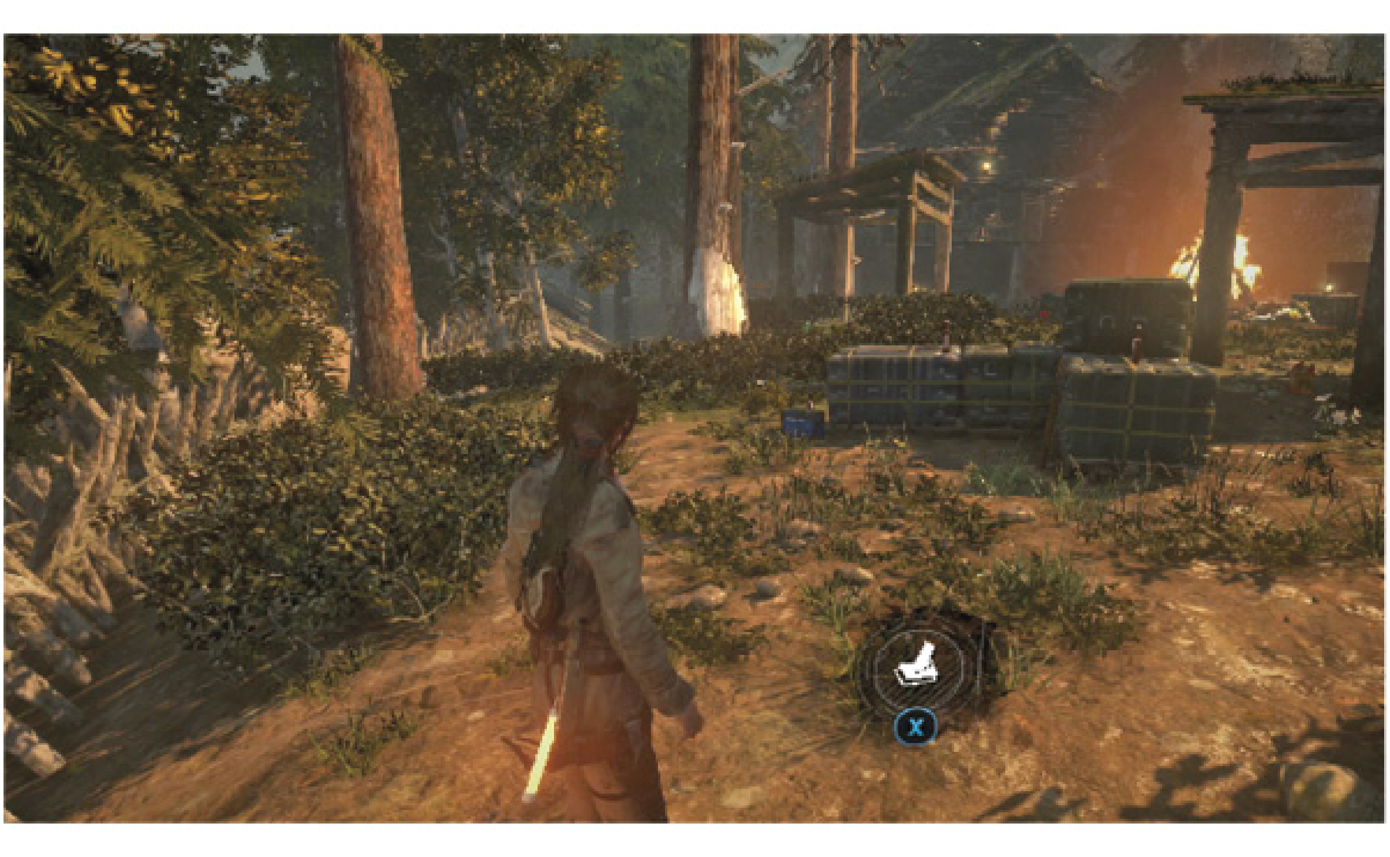




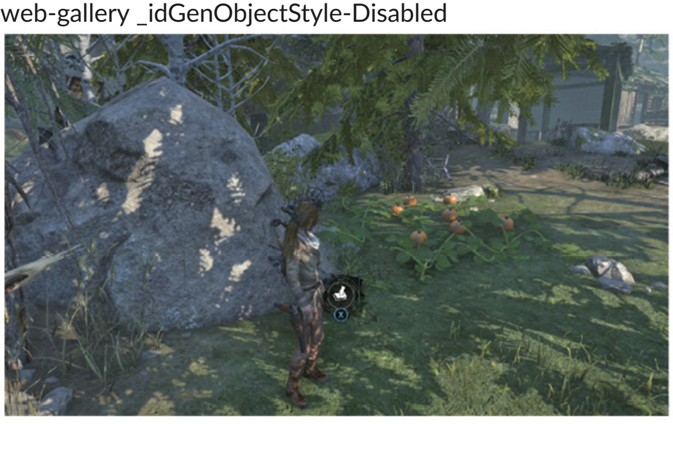
046 047 S of Cathedral Camp: Scour the large building to South of the campfire. A **Document** is upstairs on the first crate on the left, and a second **Document** is on the lower level, outside of the cabin.

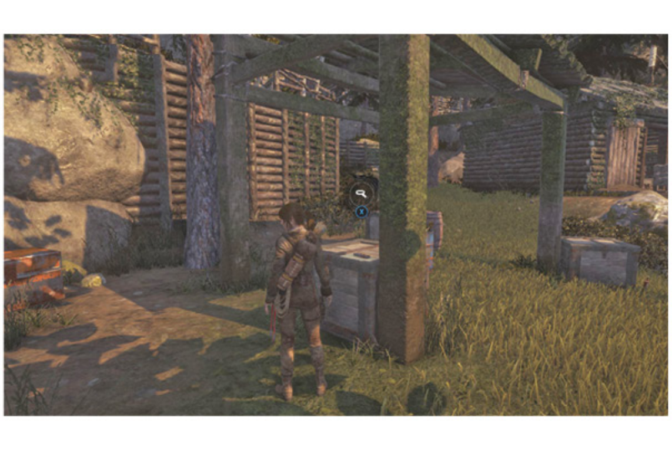


048 SE of Cathedral Camp: A **Coin Cache** is buried in the courtyard of the large building in the Trinity-occupied town. Look near the wooden stakes on the eastern edge of the map.

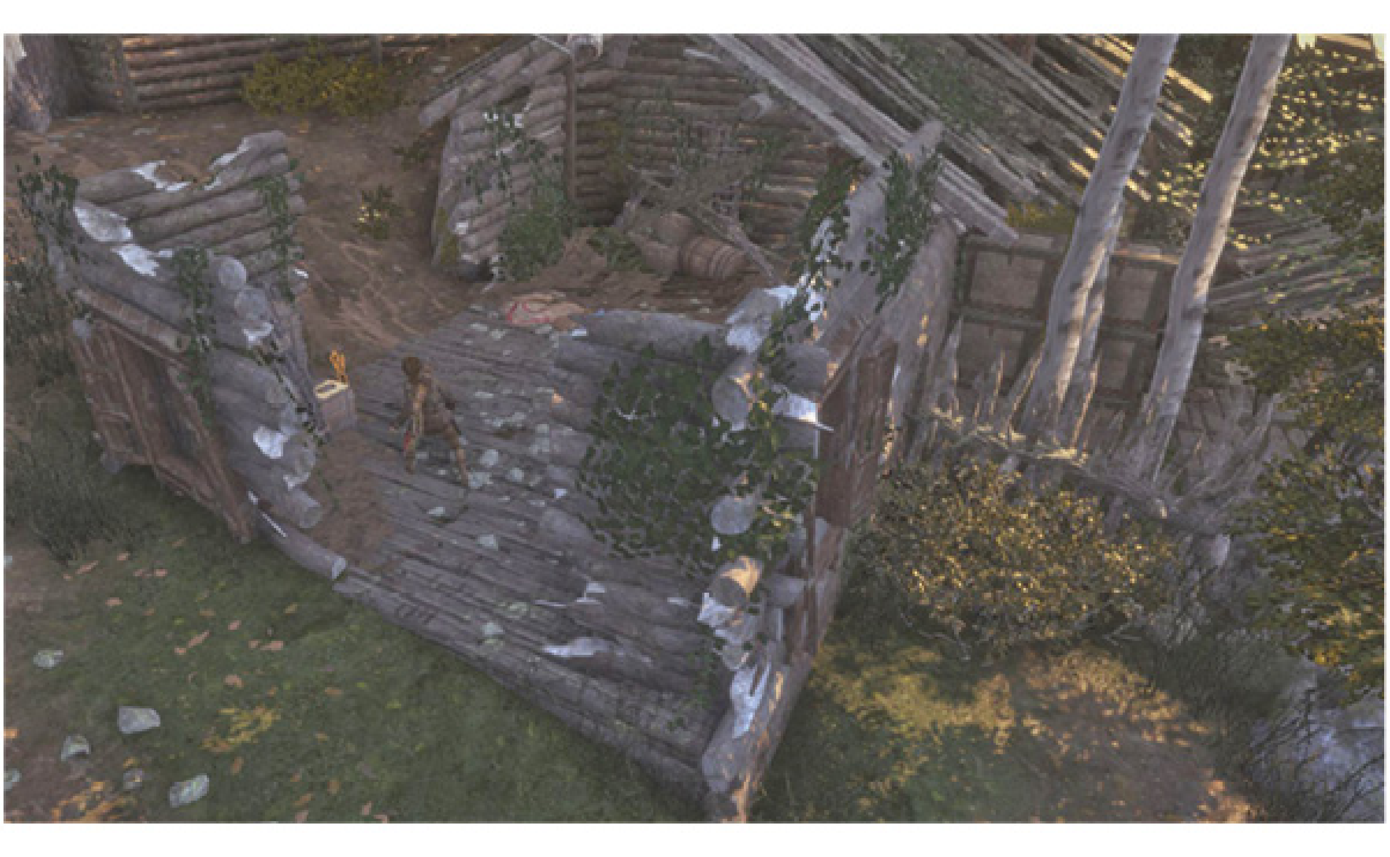


web-gallery _idGenObjectStyle-Disabled

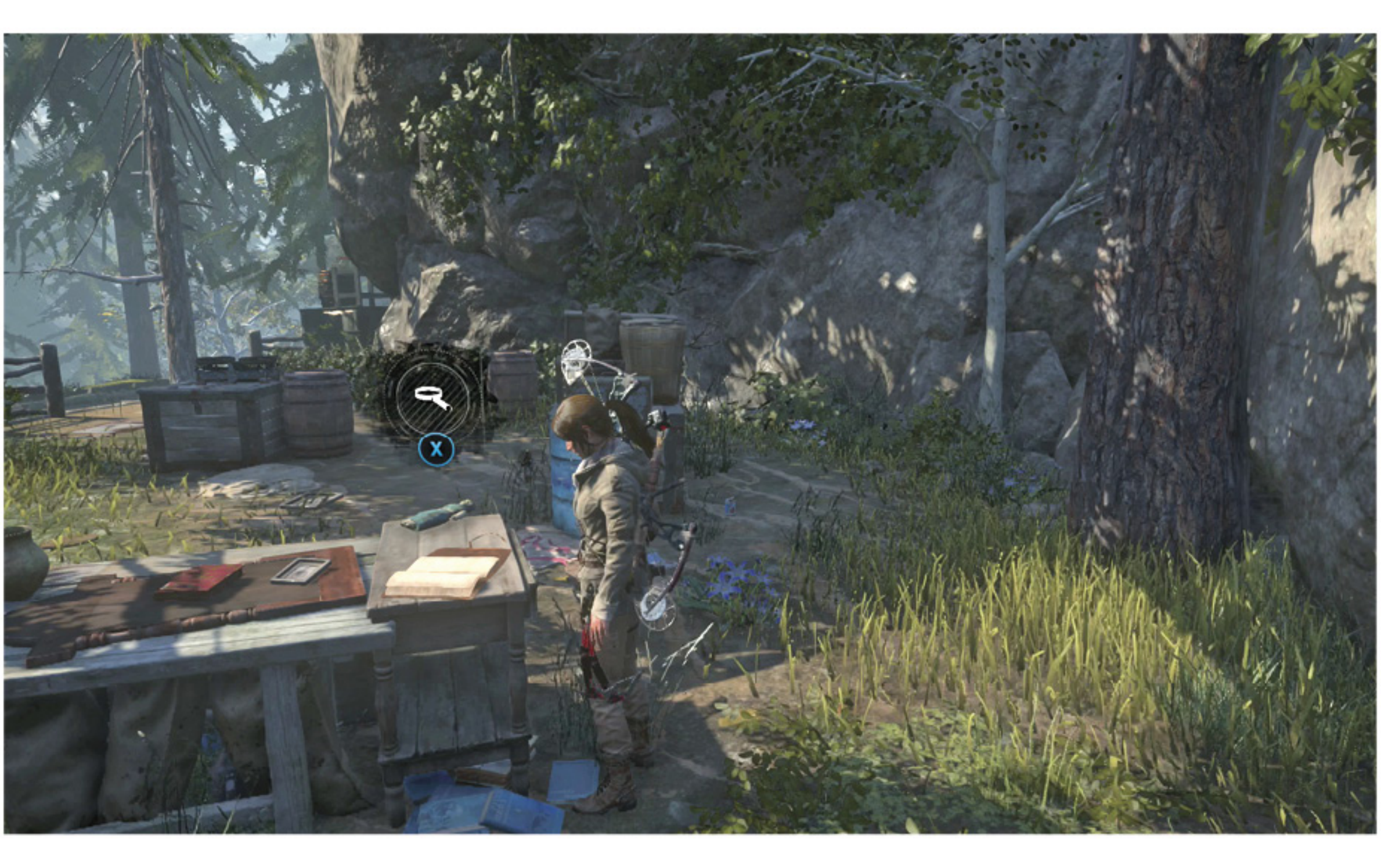




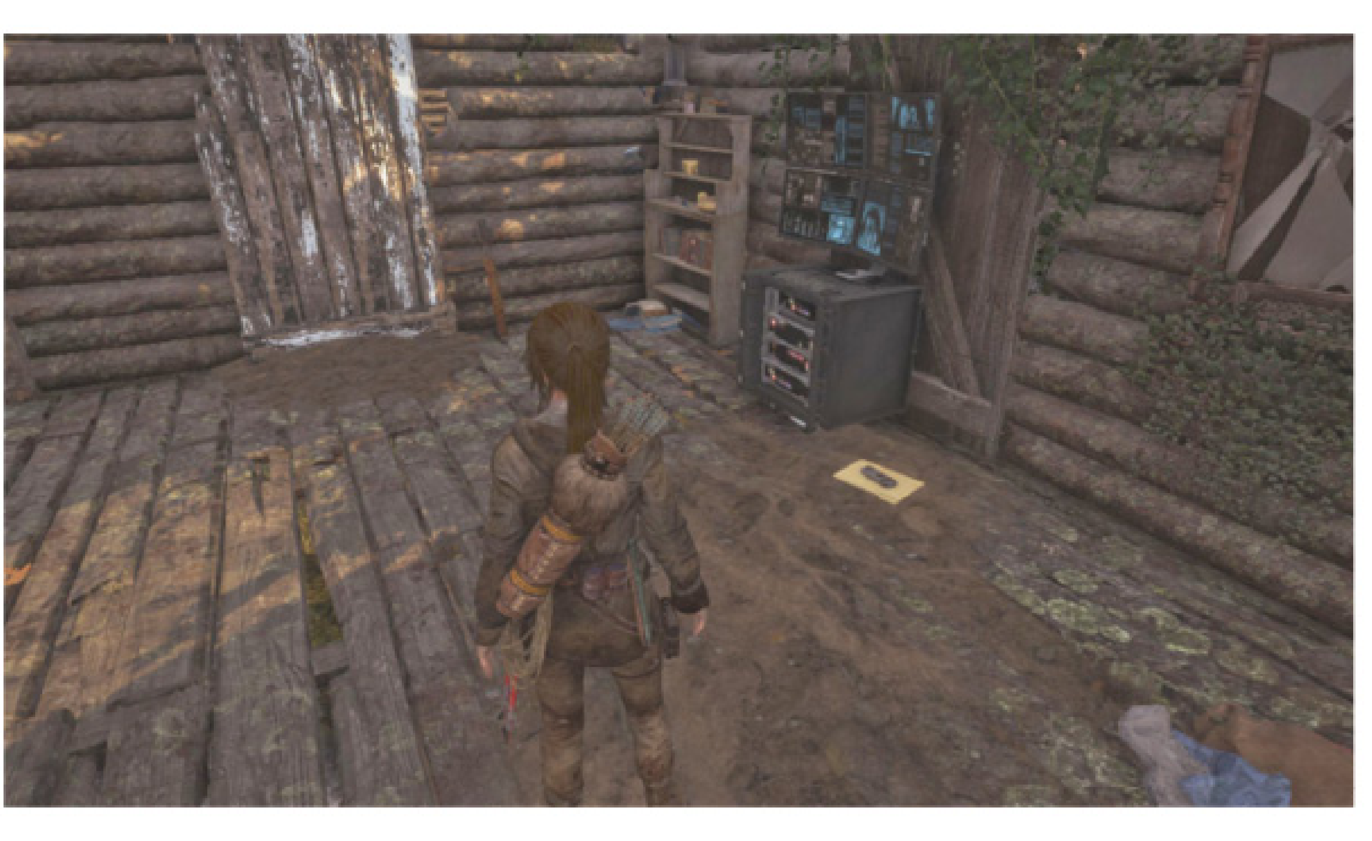
050 051 S by SW of Cathedral Camp: A **Survival Cache** is buried next to a small patch of pumpkins. Then, walk northeast to find a **Document** nearby on a crate by a wooden awning.

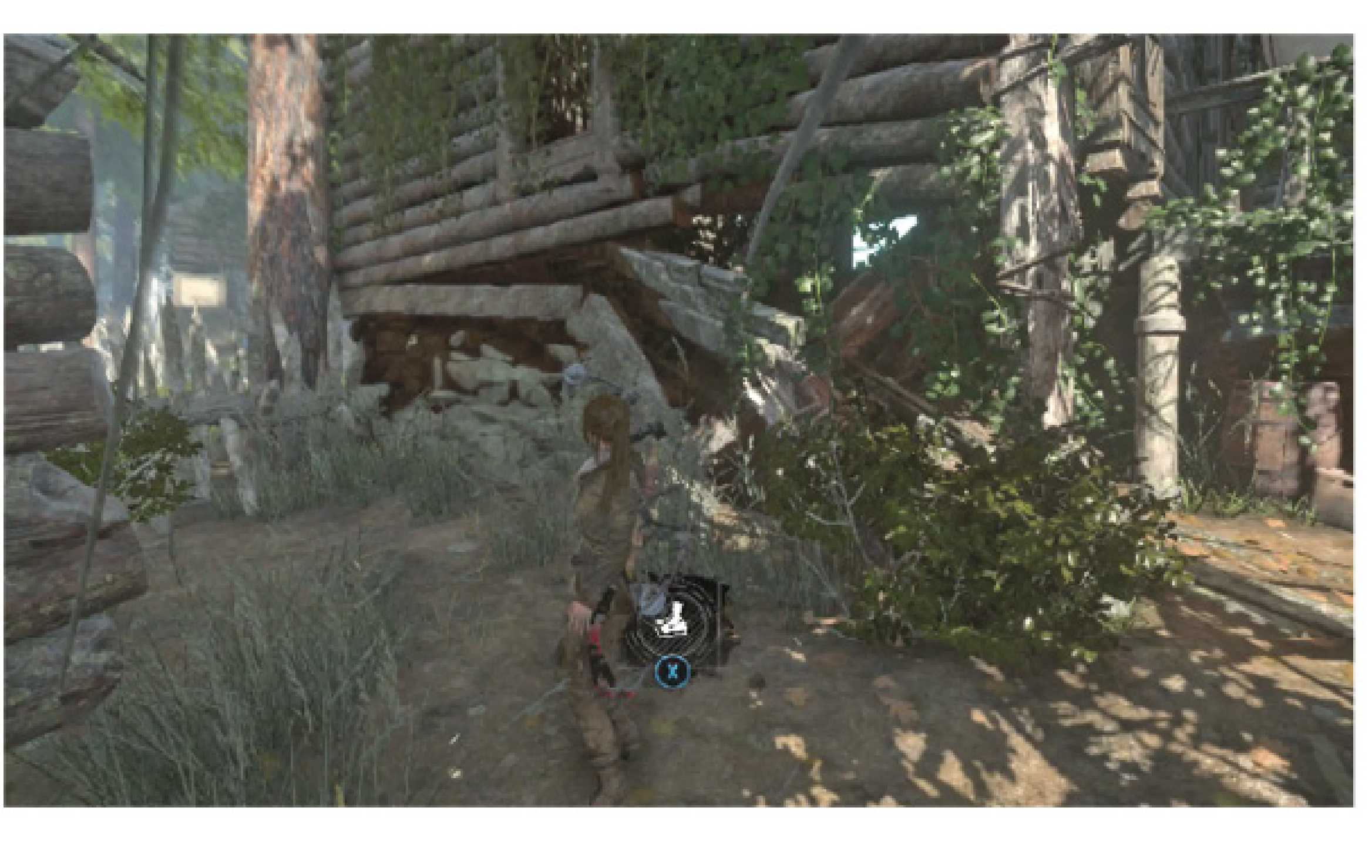


049 S of Cathedral Camp: A **Document** is inside a damaged house that you pass while going from the lower section of town up toward the second half. It's east of the big hill and at the top of the main street that you first have to clear.

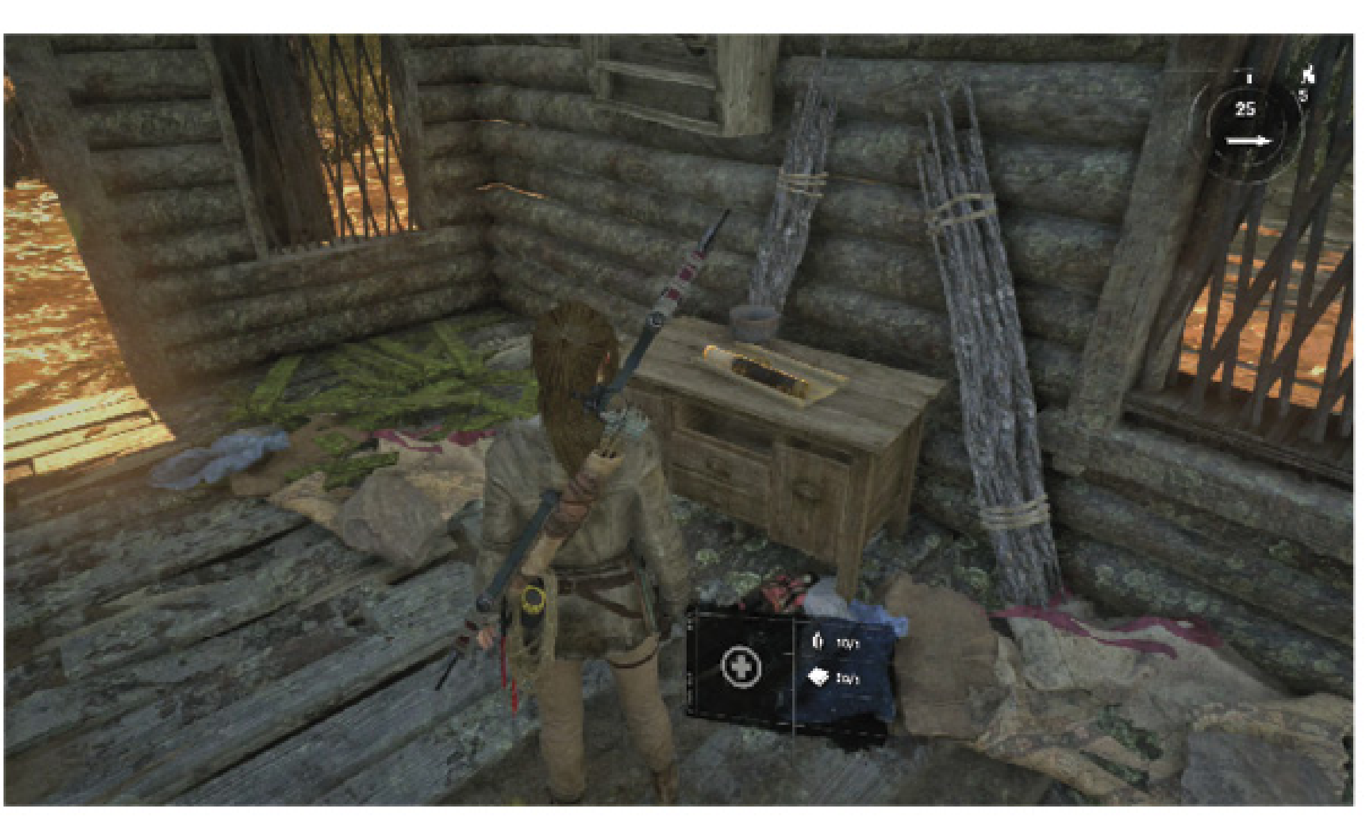


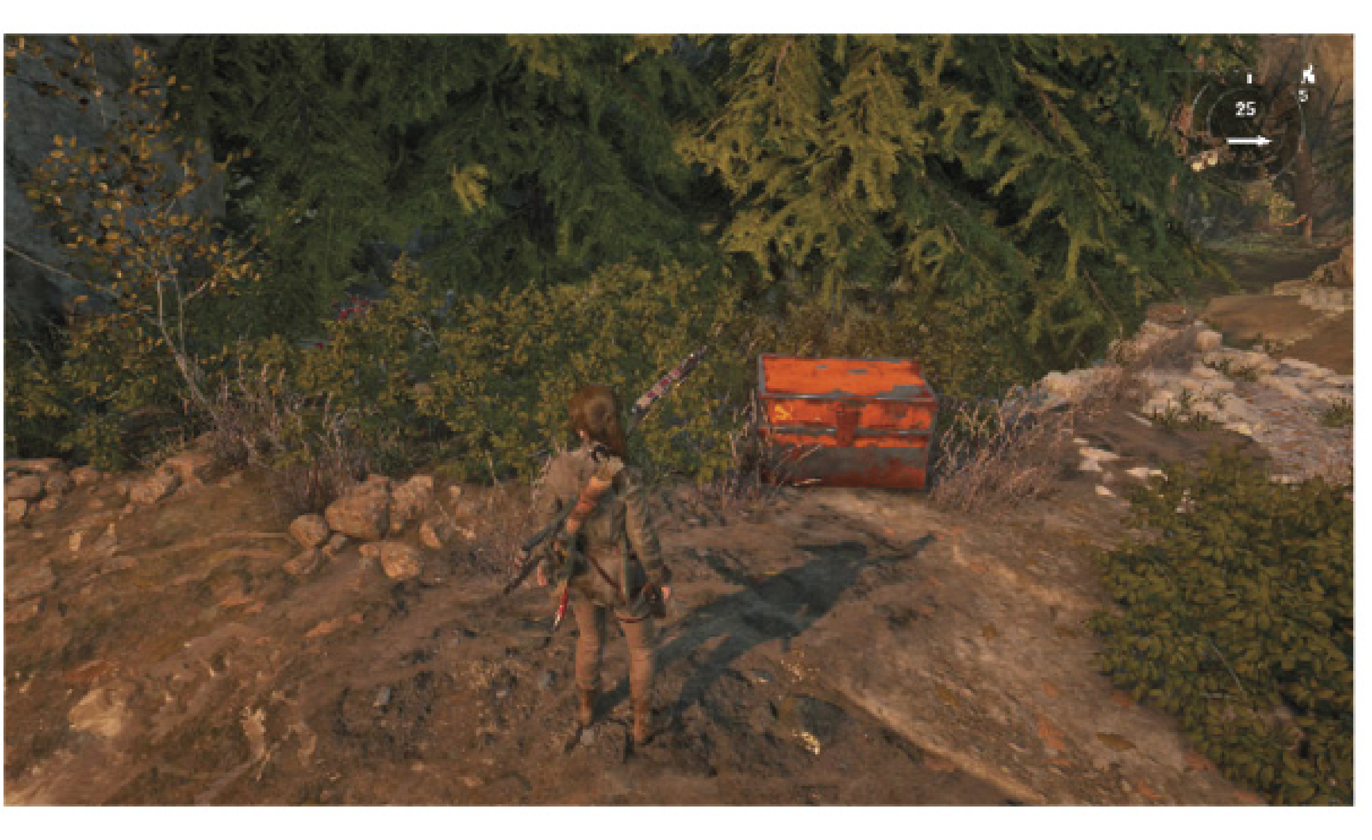
052 Southwest of Cathedral Camp: A **Document** is on the upper level of the hill by the cliff, on a table.



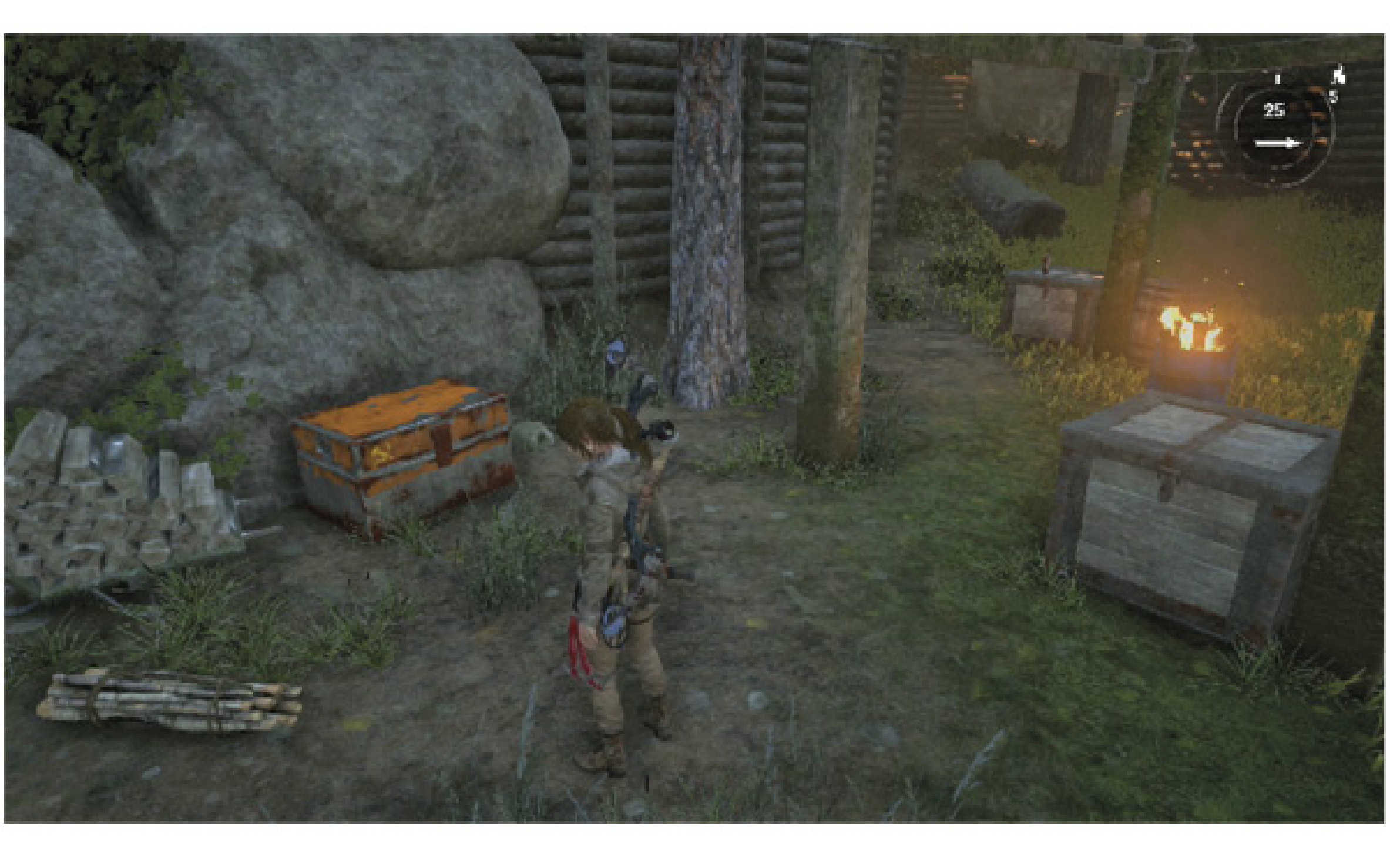


053 054 S by SE of Cathedral Camp: The small "L" shaped building with a large hole in the floor has a **Document** lying on the floor next to a large monitor. Once you have it (If you have read the right Monolith) you can find a **Coin Cache** beside the house. Go through the ruined floor and dig it up!

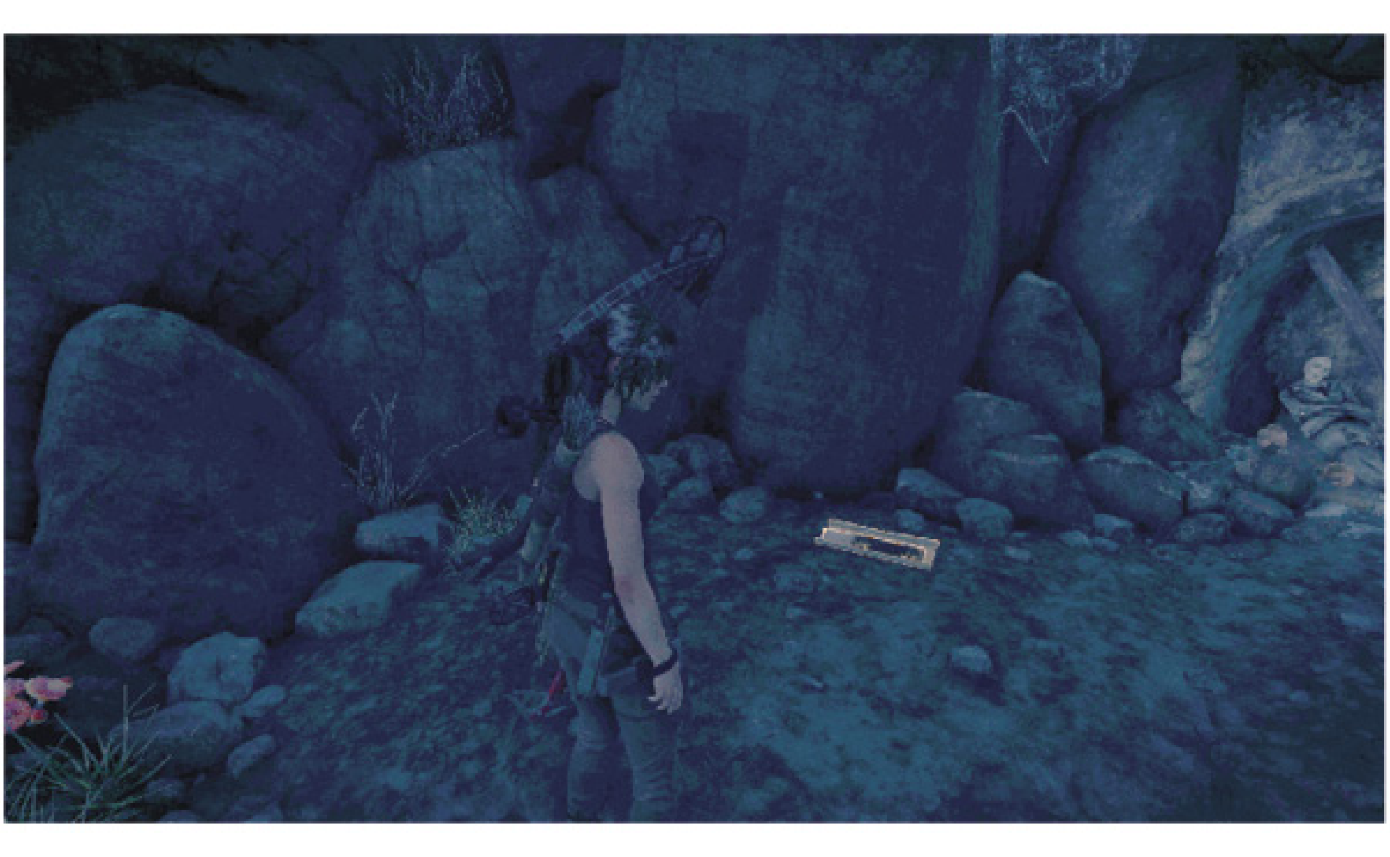




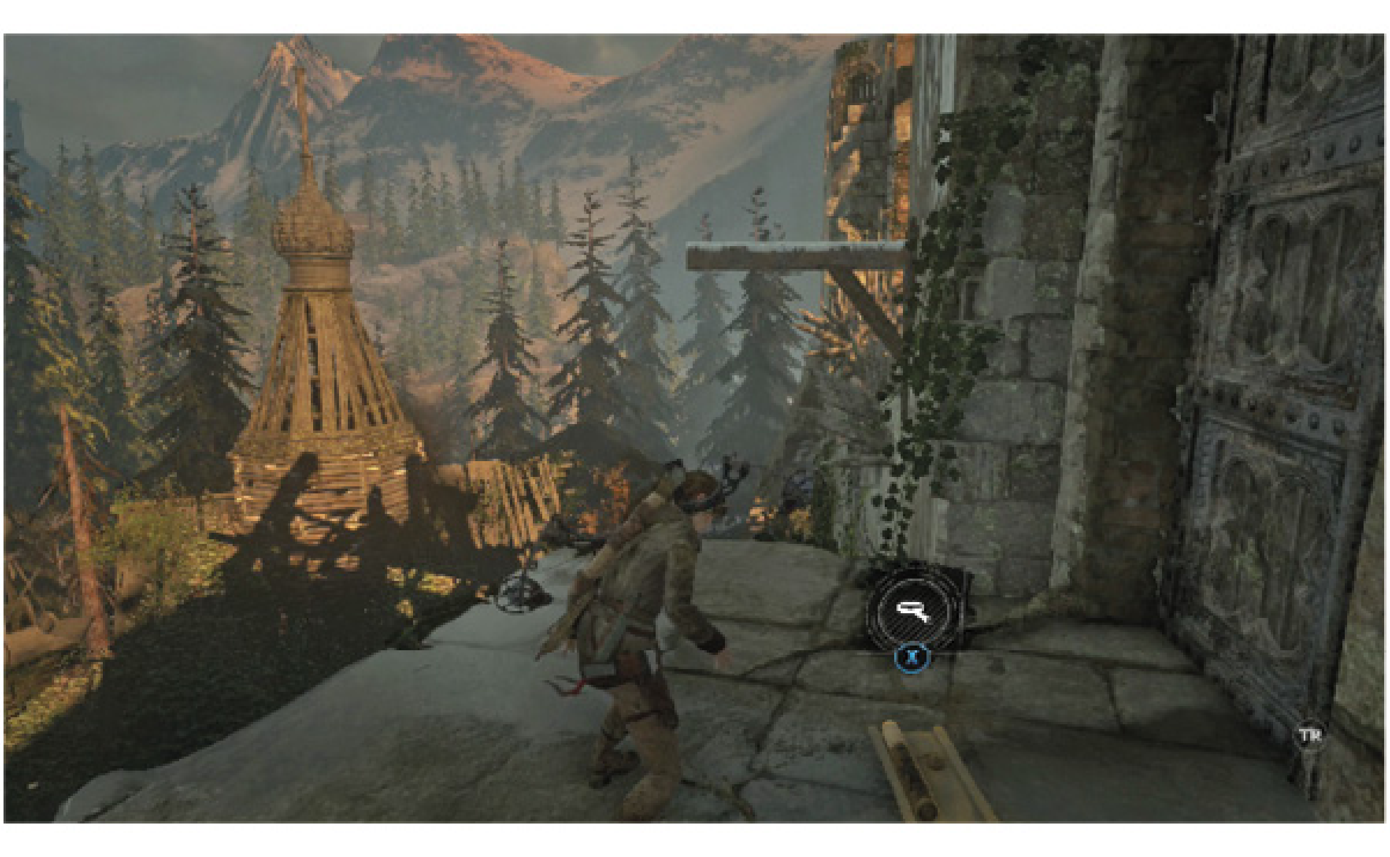
055 056 A**Document** and a**Strongbox**are in the southeastern portion of town, near the bridge that leads toward The Acropolis. The Document is inside a small building, and the Strongbox is beside the path.



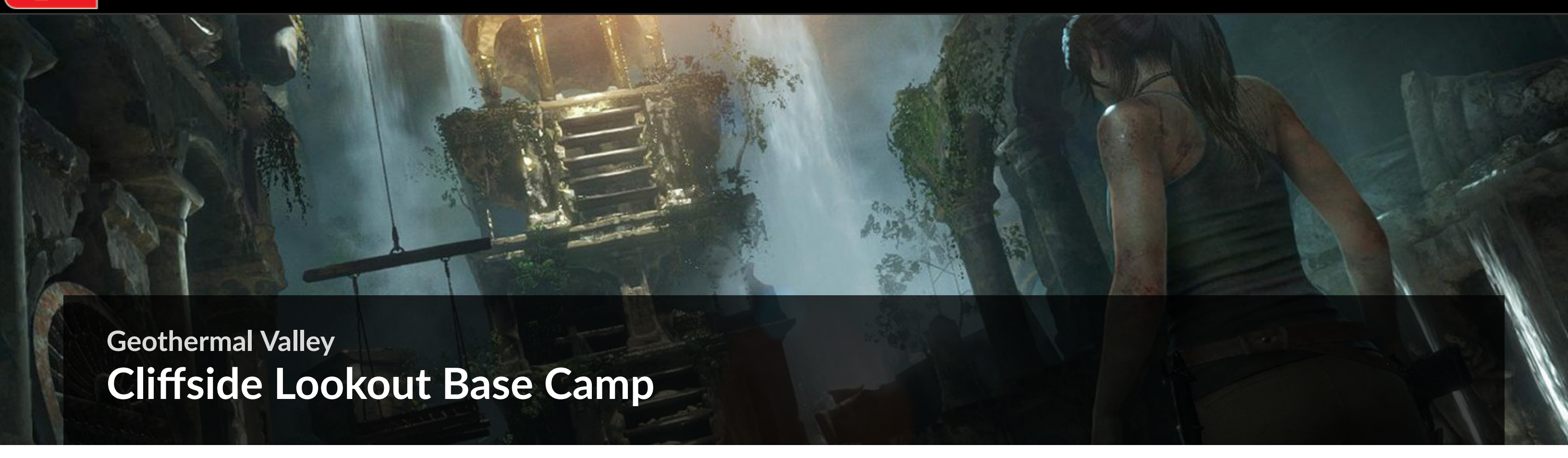
057 A**Strongbox**is near the pumpkin patch, on the western side of town. Look below the small hill there.



058 A **Document** is inside a cave (with a flammable covering) at the base of the cathedral. Search for it on the small hill above the pumpkin patch.

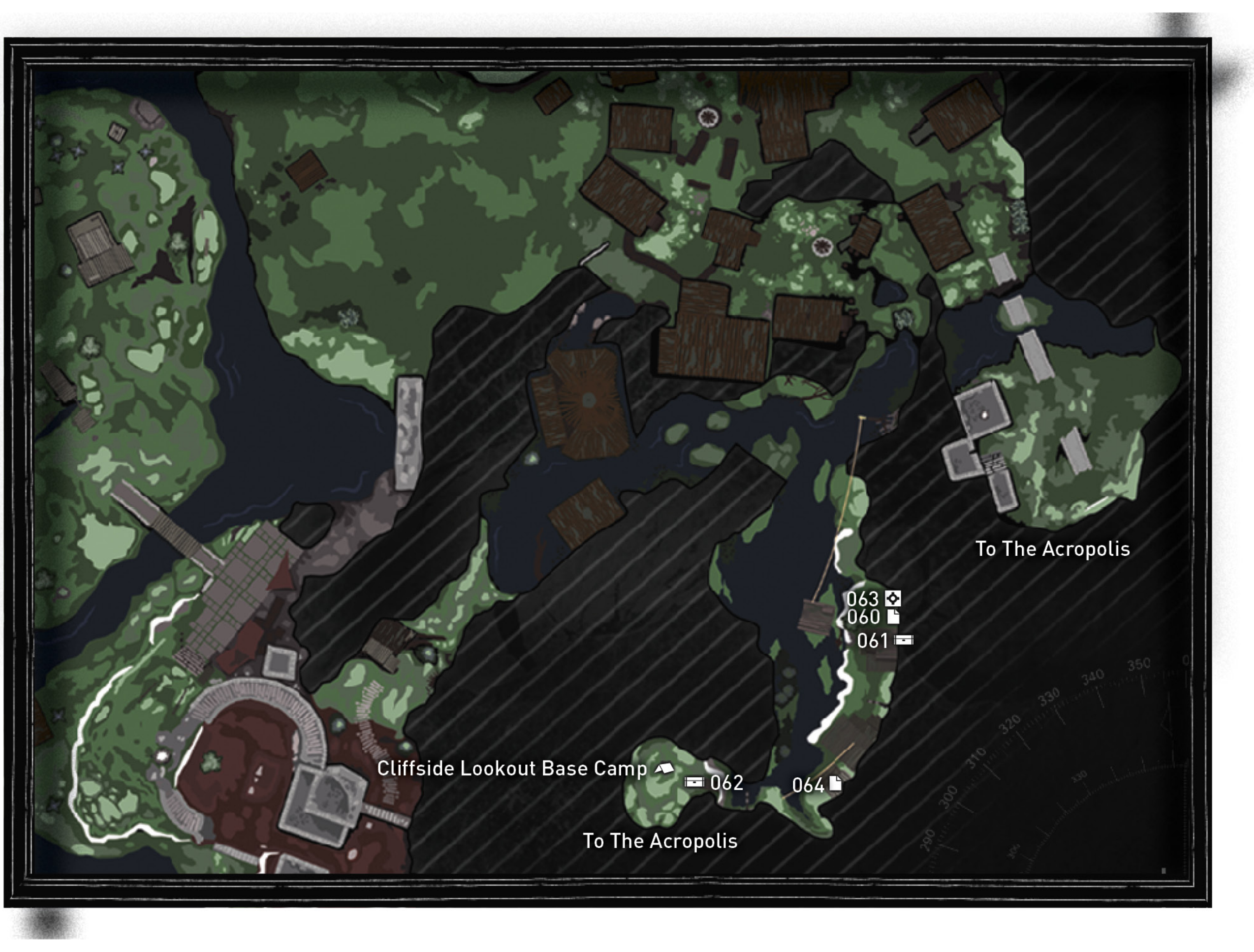


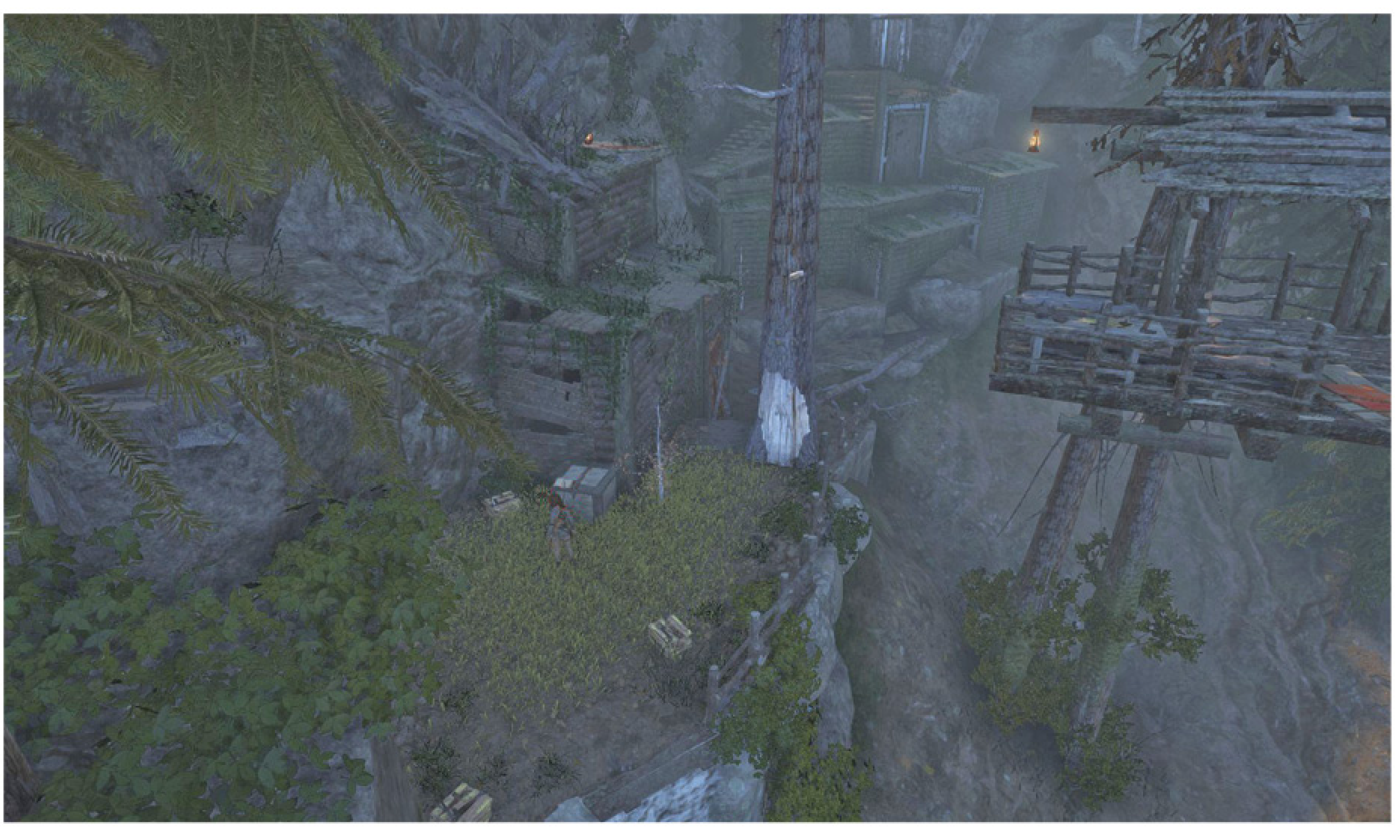
059 As you start your climb up the cathedral tower, this **Document** is in a small room toward the northern end of the area.



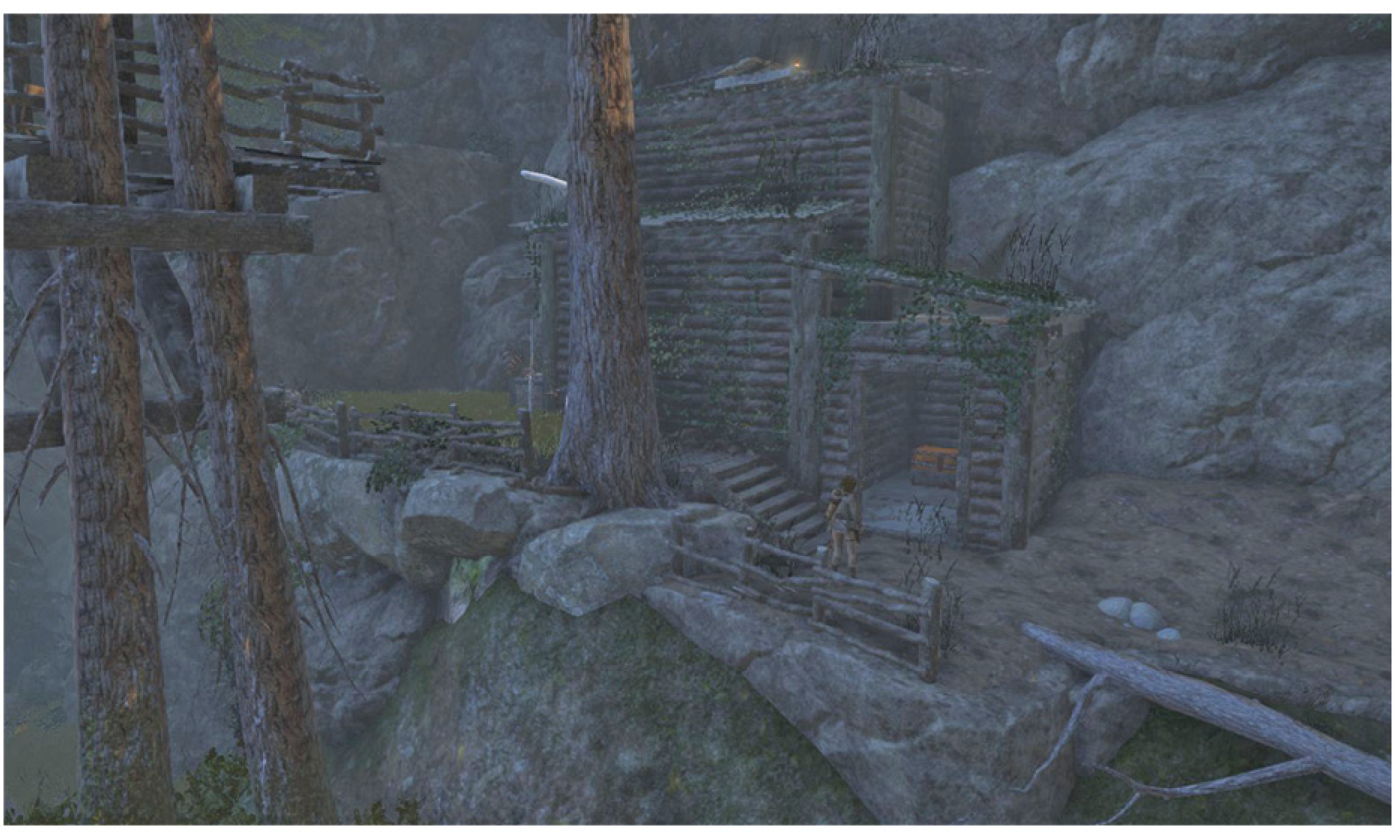
Geothermal Valley

Cliffside Lookout Base Camp

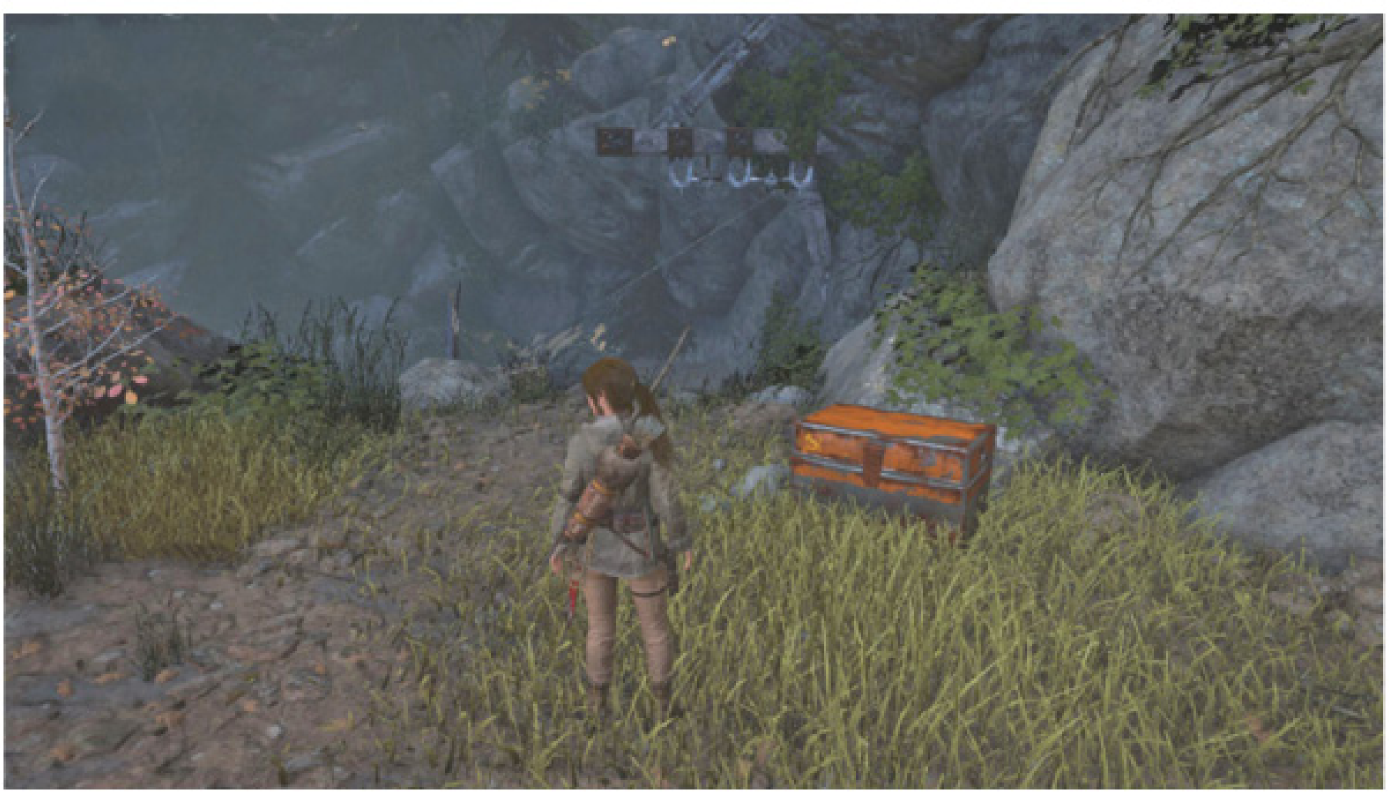

To The Acropolis
063
060
061
Cliffside Lookout Base Camp
062
064
To The Acropolis



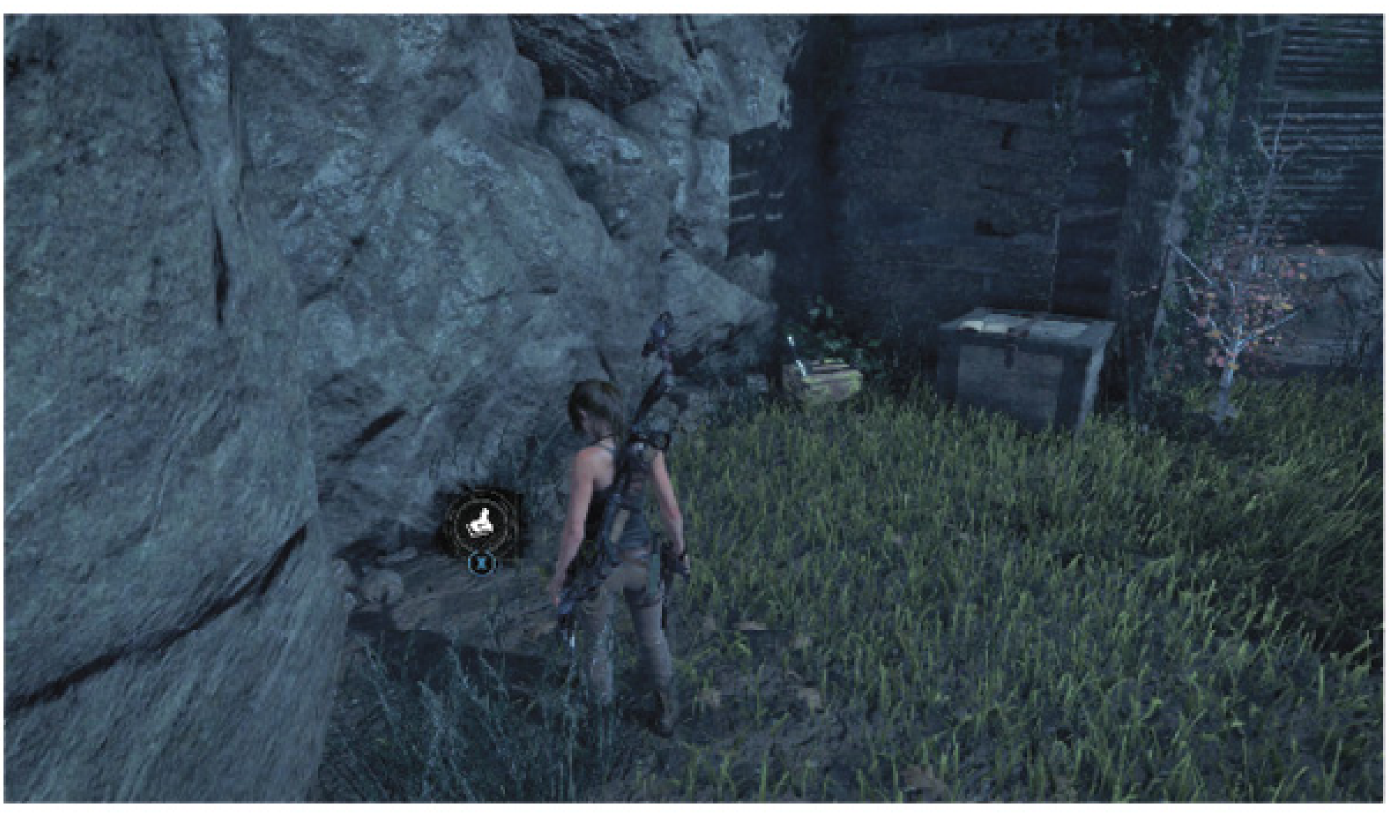
🗎 060 NE of Cliffside: Before you get onto the tall platform that has a zip line leading out of this area, stop and search the plateau you're standing on. A **Document** is on a crate close by, on the side of a wooden building.



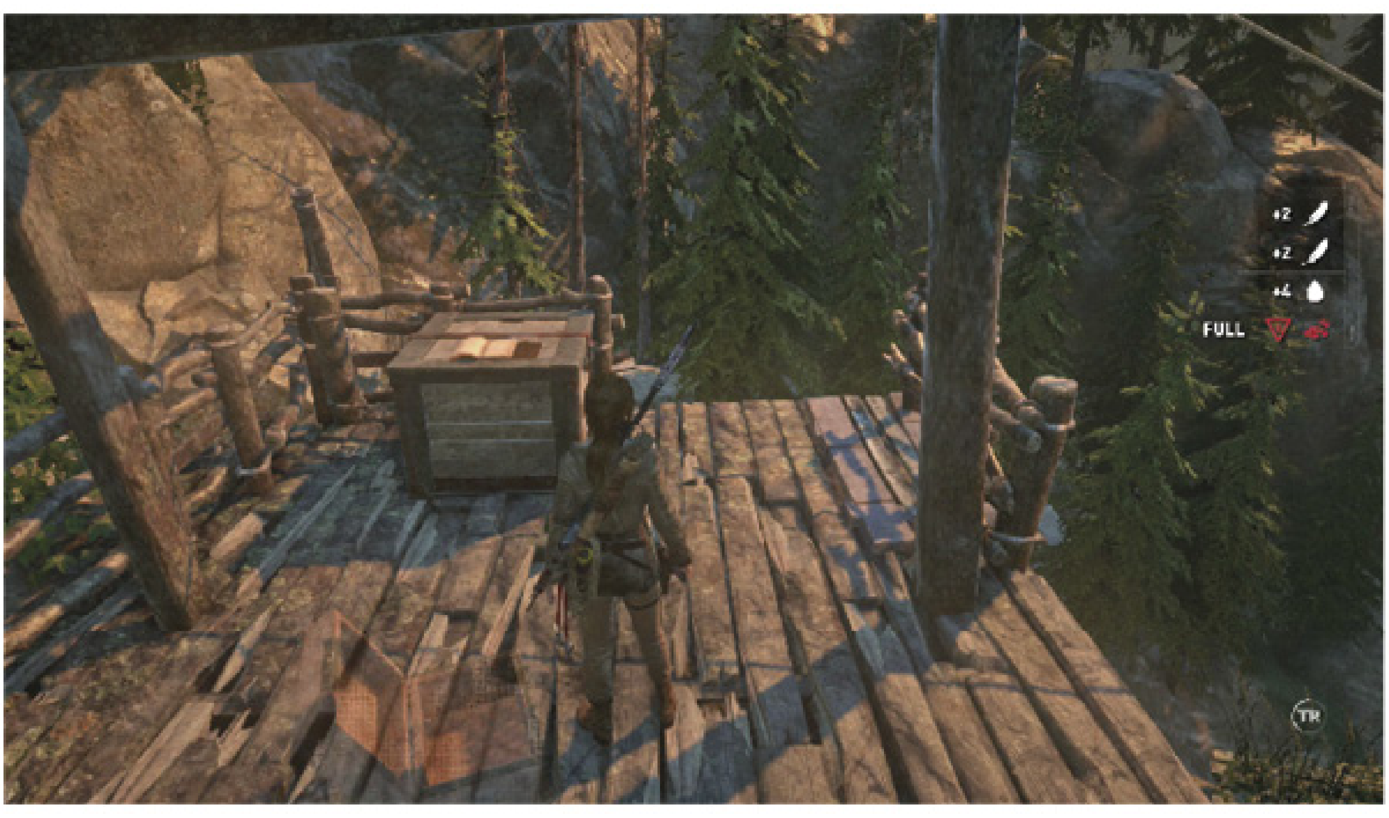
▭ 061 NE of Cliffside: Use a Grenade Arrow to destroy a heavy barrier on the front of the wooden building you pass before taking the zip line out of this area. Destroy the barrier and loot a **Strongbox** from the cubby inside.



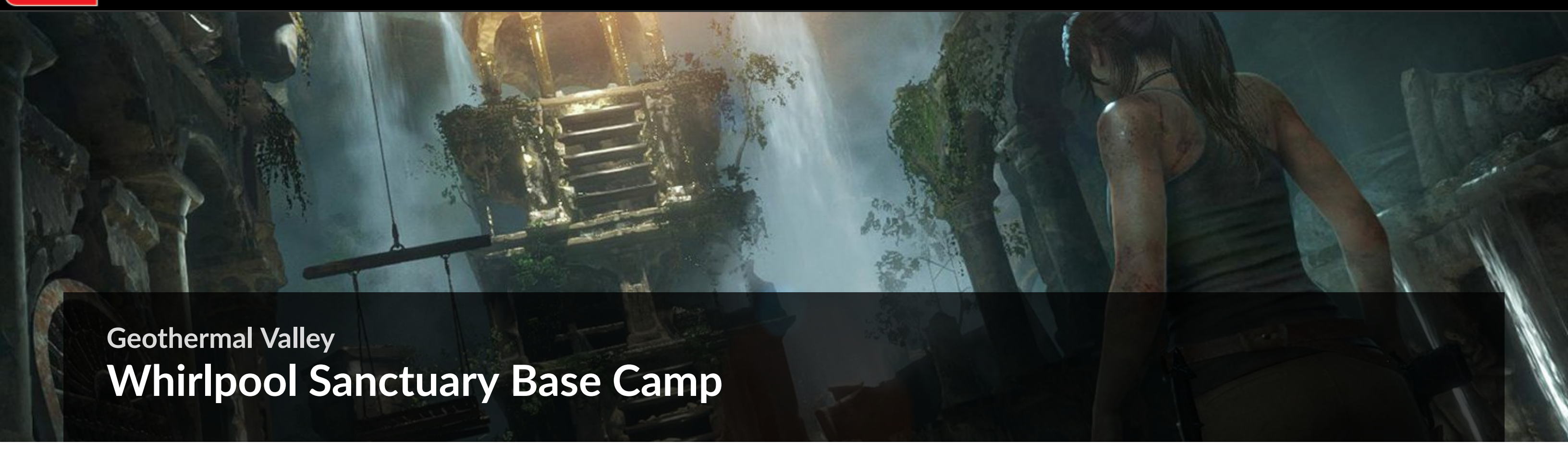
▭ 062 S of Cliffside Camp: A **Strongbox** is waiting a few steps from the campfire.



⊕ 063 A **Survival Cache**is north of the small building that has the Document and Strongbox. It's outside, buried in the ground.

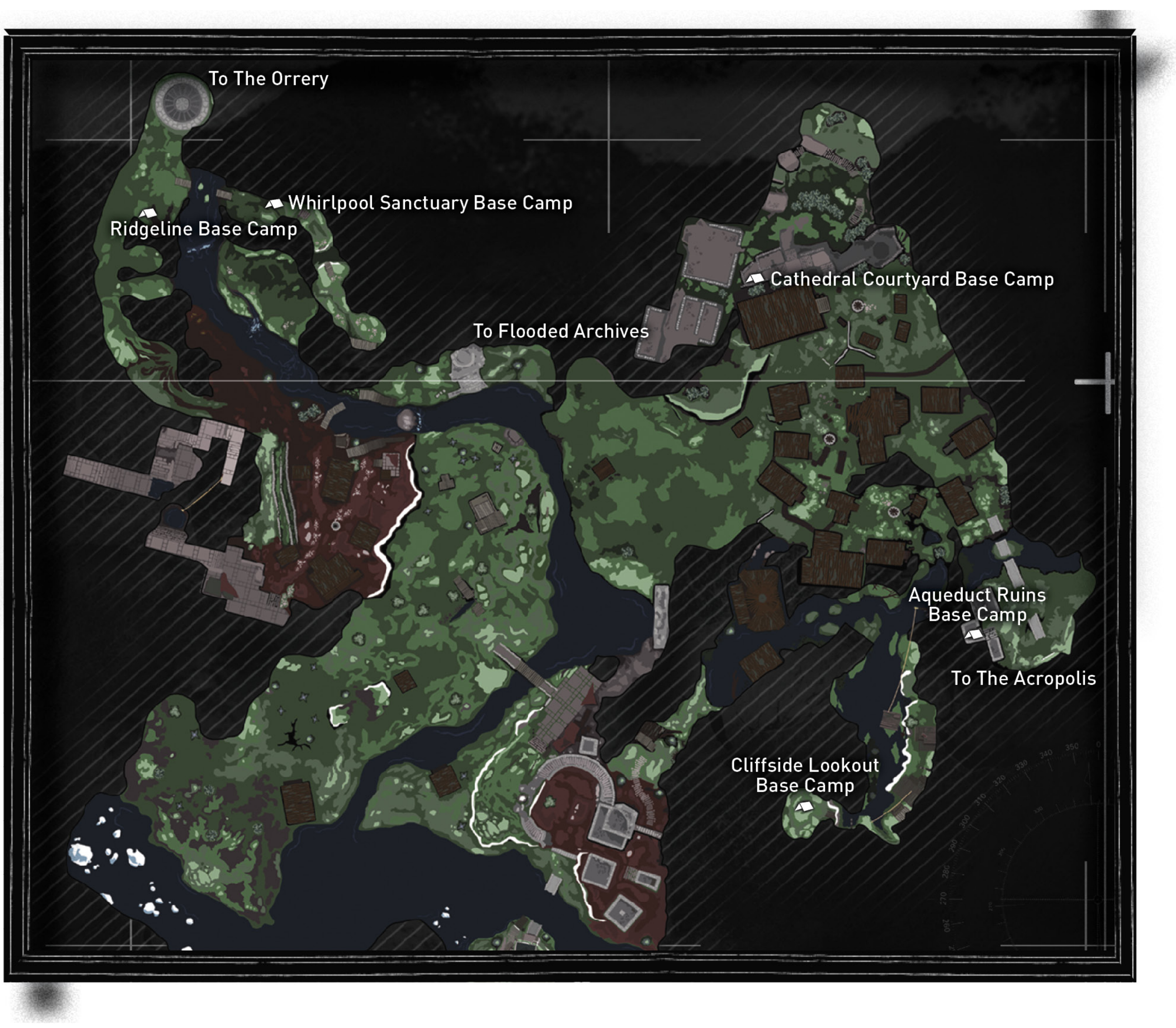

x2
x2
x4
FULL

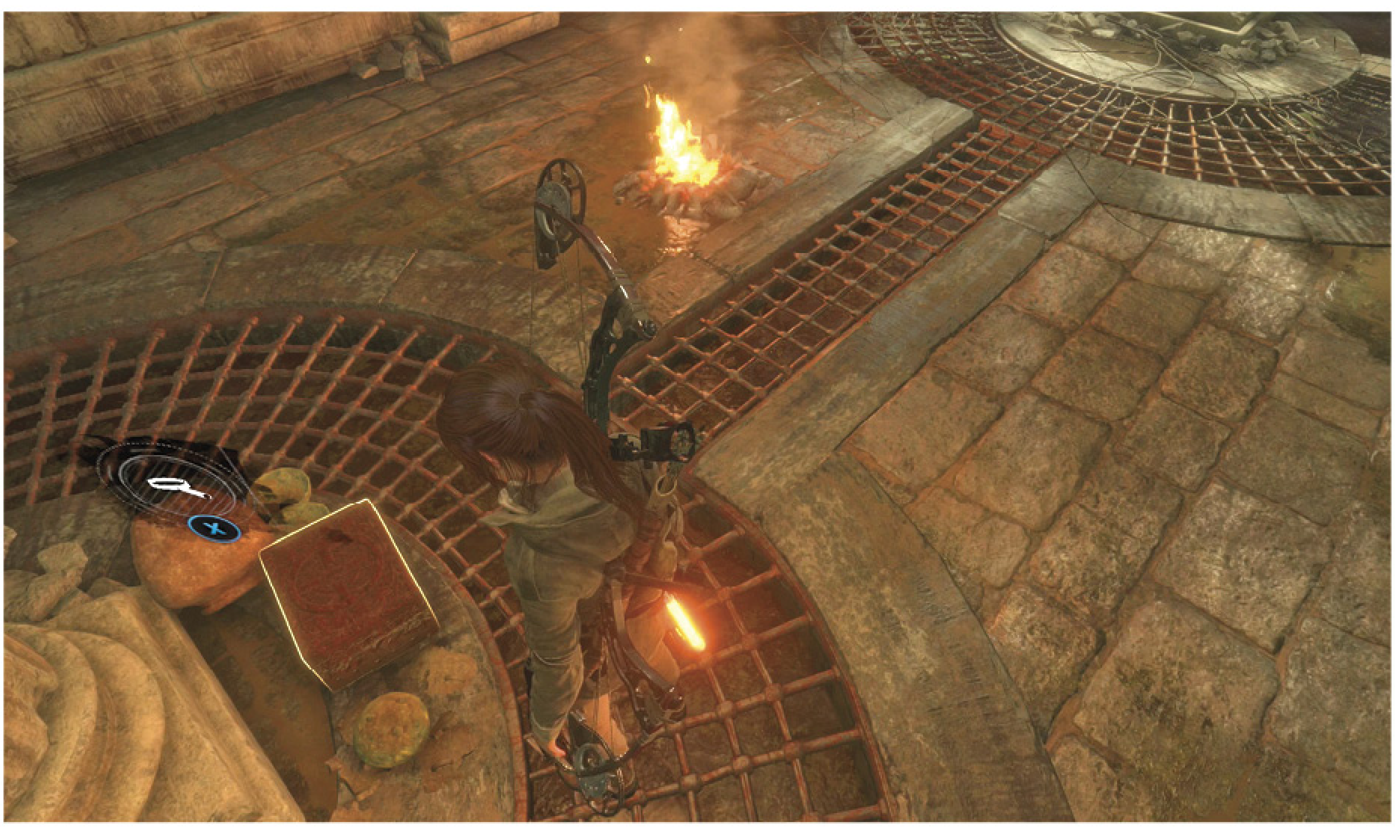
🗎 064 A **Document**is at the curve in the path as you leave the Base Camp and starting turning north.



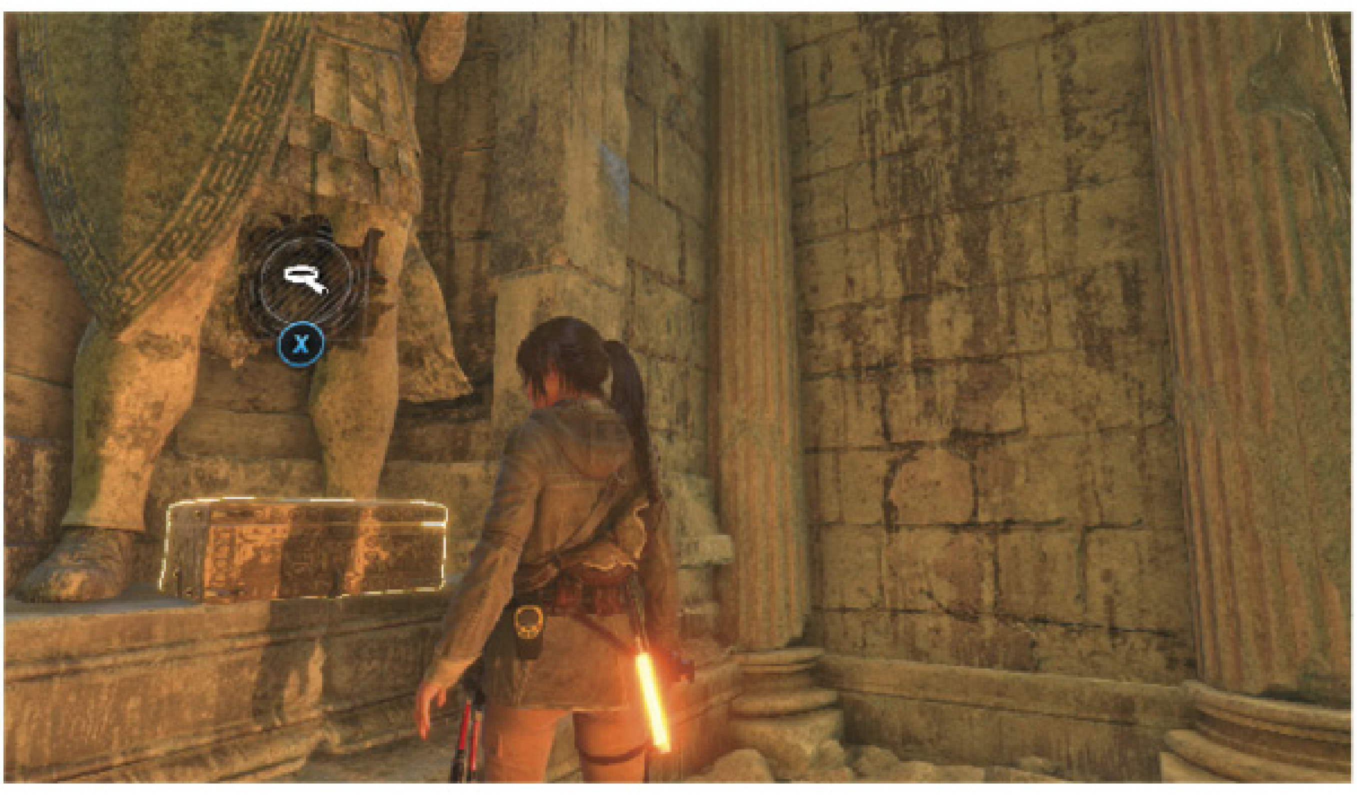
Geothermal Valley

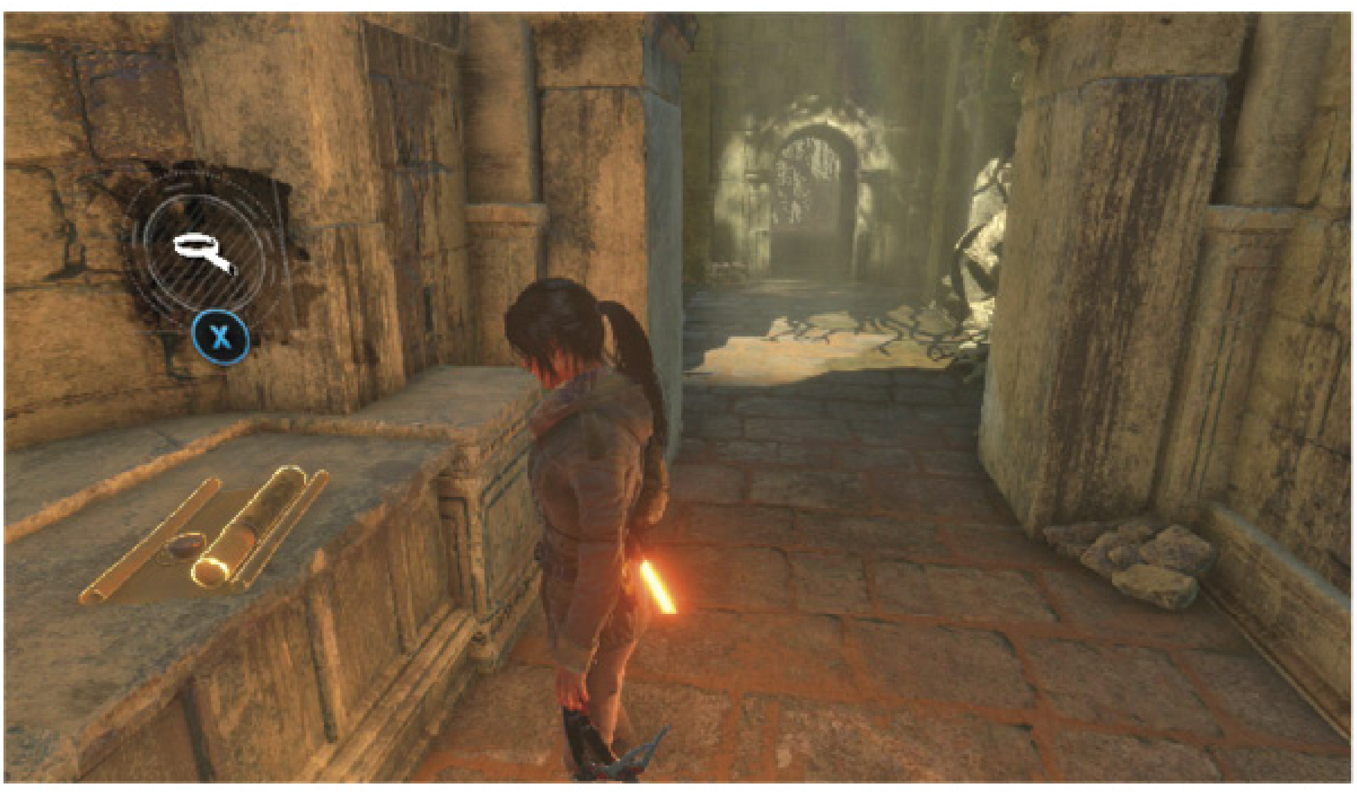
Whirlpool Sanctuary Base Camp


To The Orrery
Whirlpool Sanctuary Base Camp
Ridgeline Base Camp
Cathedral Courtyard Base Camp
To Flooded Archives
Aqueduct Ruins Base Camp
To The Acropolis
Cliffside Lookout Base Camp

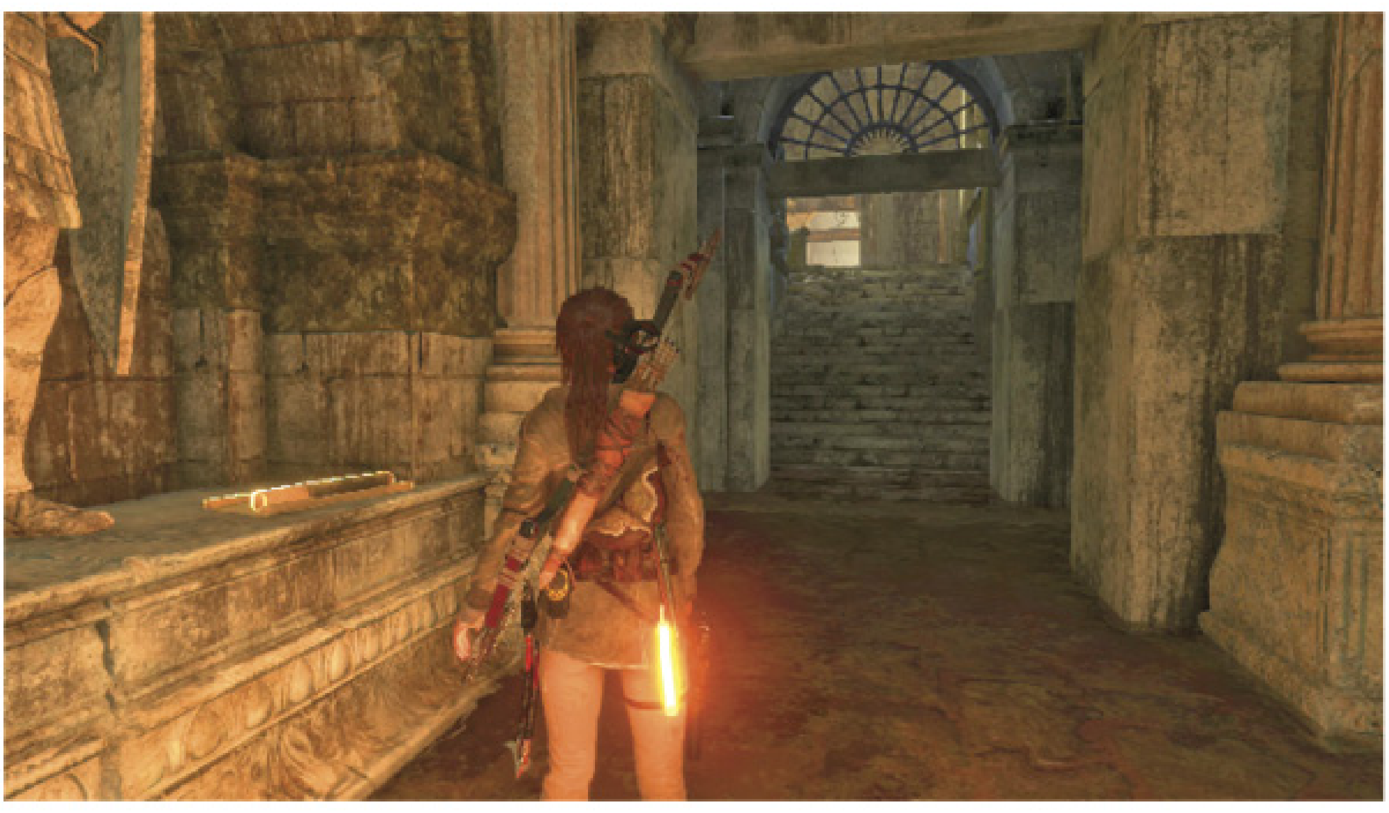


065 S of Whirlpool Camp: A Relic is waiting on the floor by the campfire. This Base Camp is underground. Items are not shown on map.

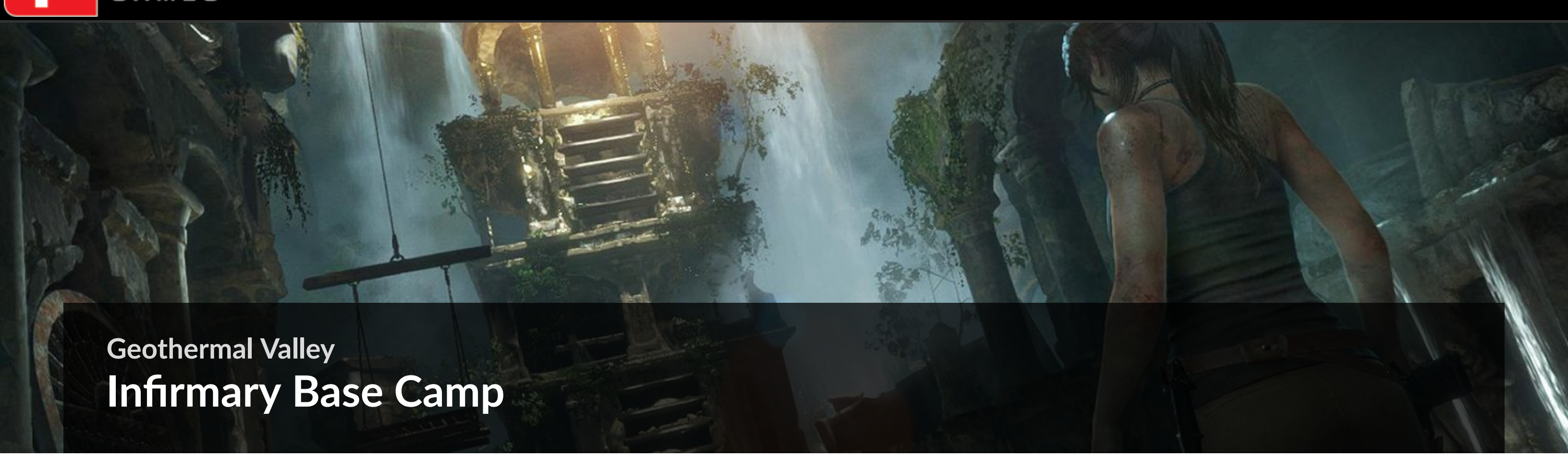




066 067 N of Whirlpool Camp: Once past the swinging spike trap, look to the base of the statue standing in the wall alcove for another Relic. Climb the stairs and take a left to find a Document in a small room.

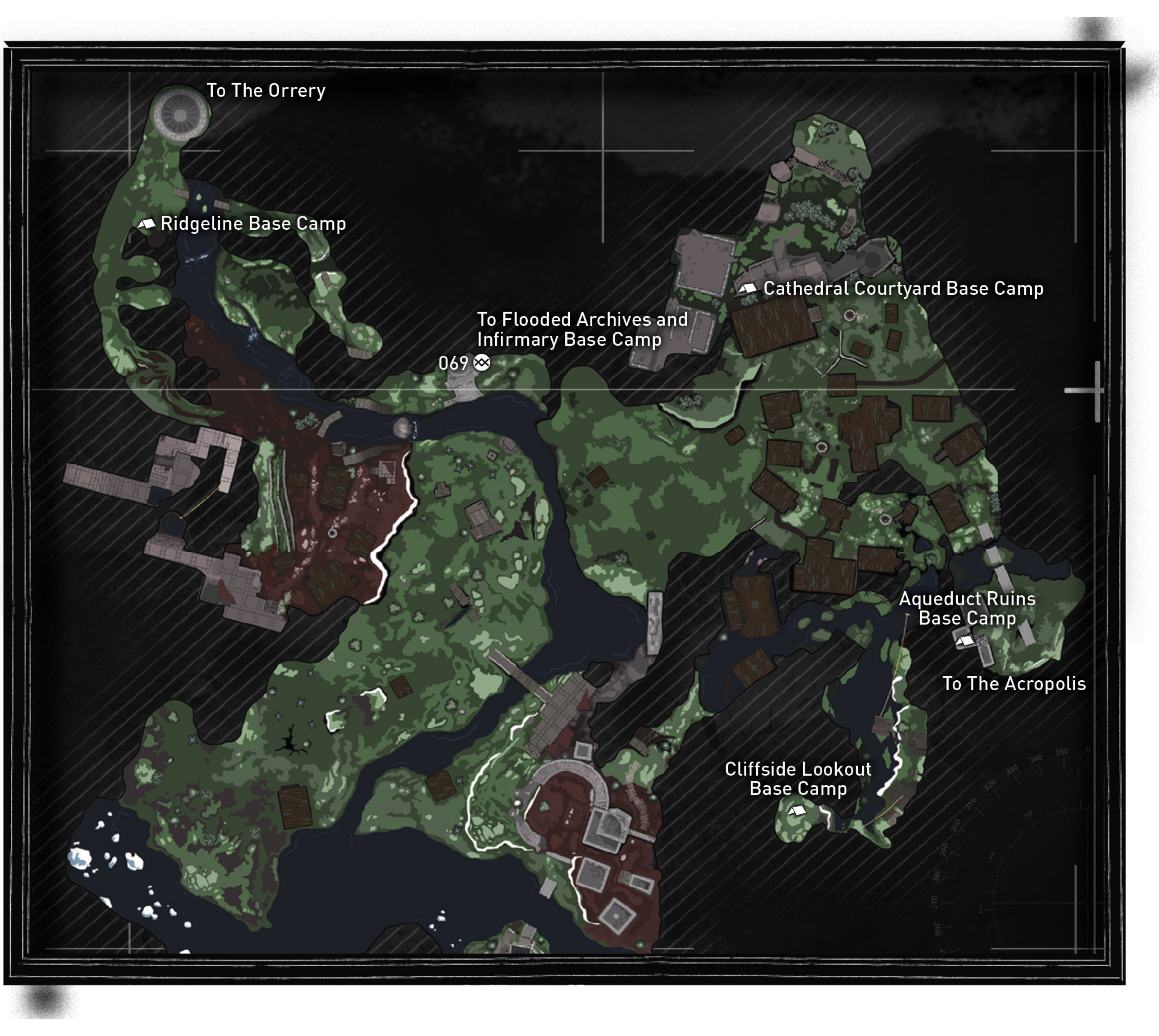


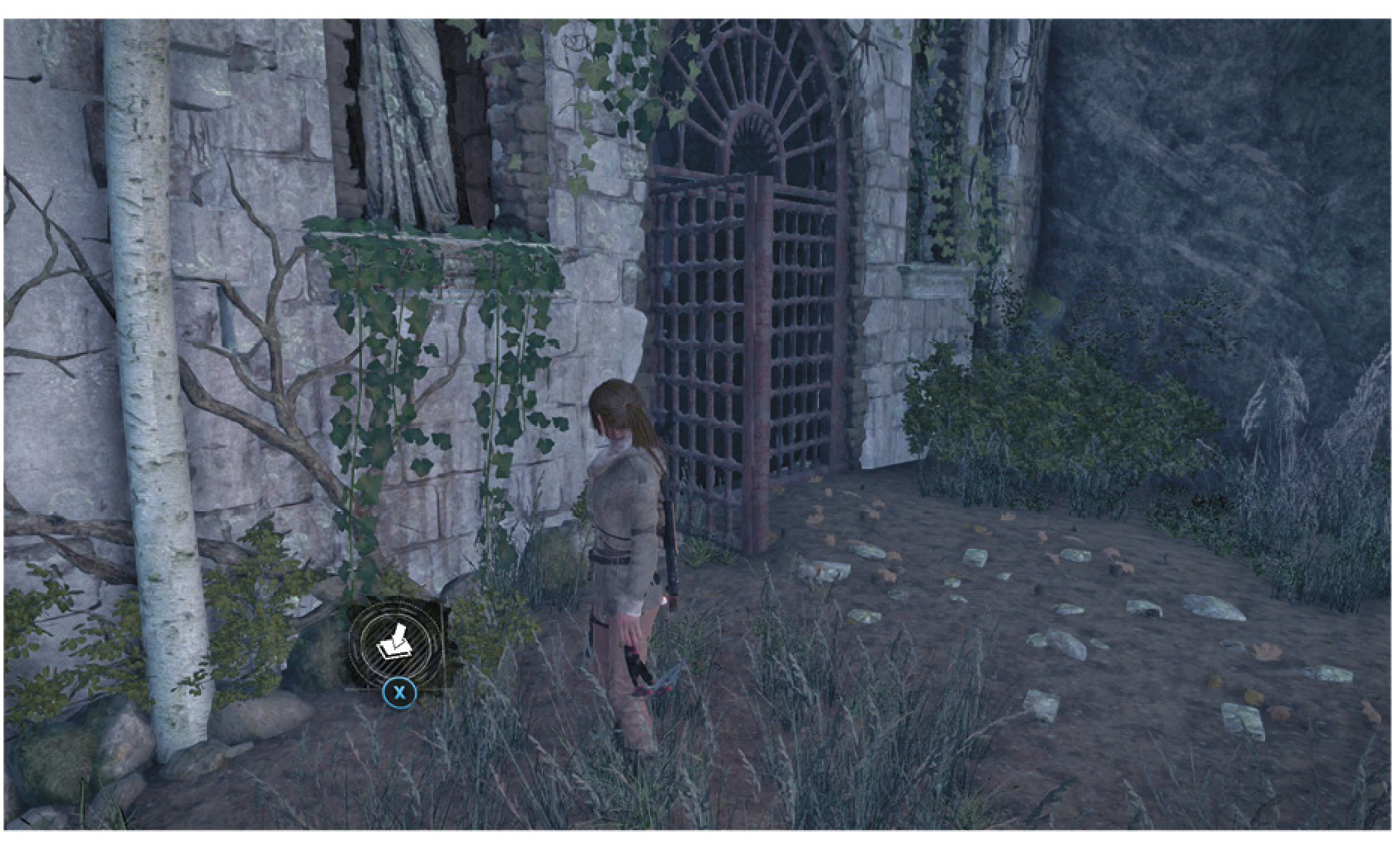
068 S of Whirlpool Camp: After diving into the bathhouse pool, swim underneath a small awning to find a Document and a rope barrier that can be broken to find a stairway back to the campfire.



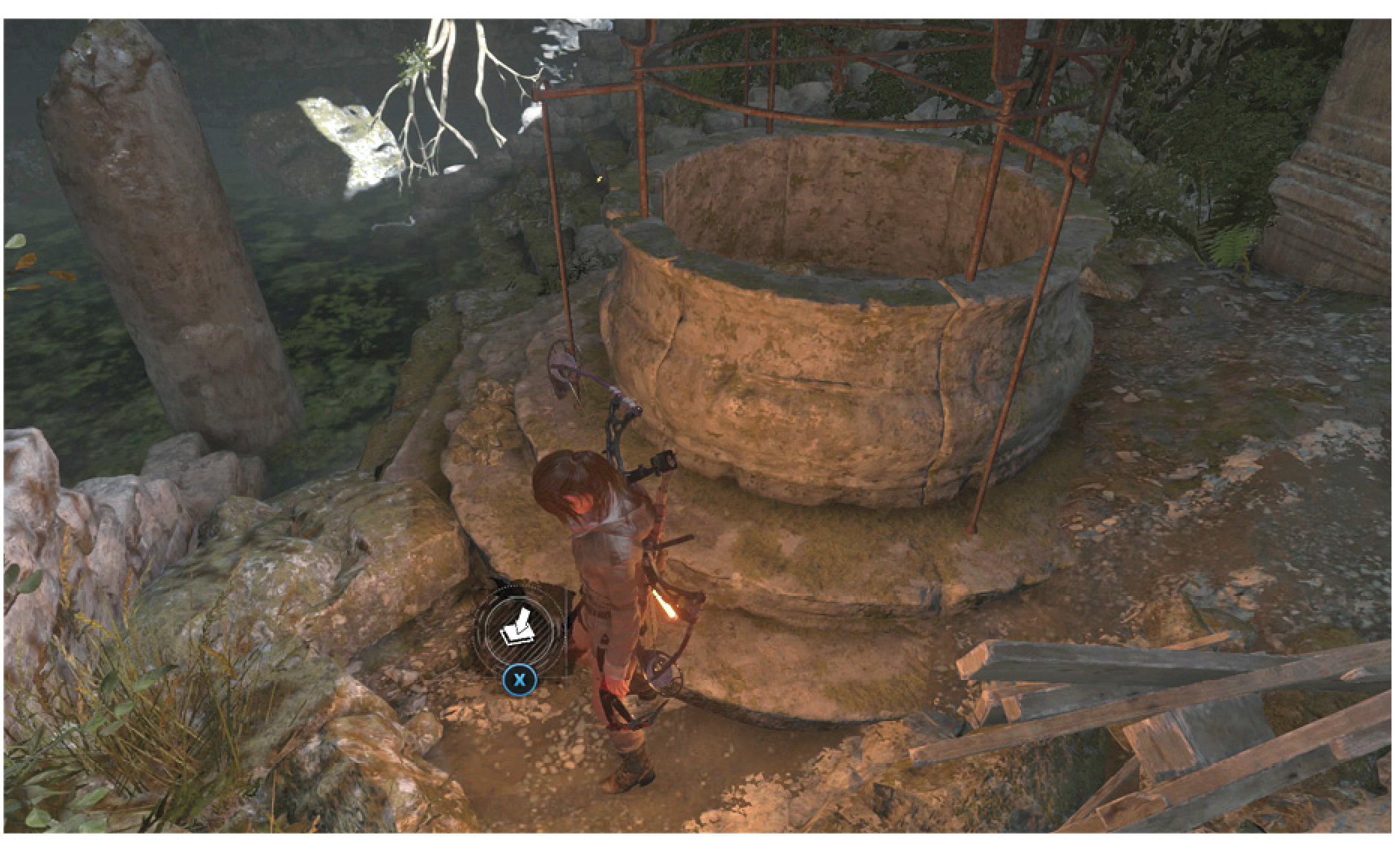
Geothermal Valley

Infirmary Base Camp

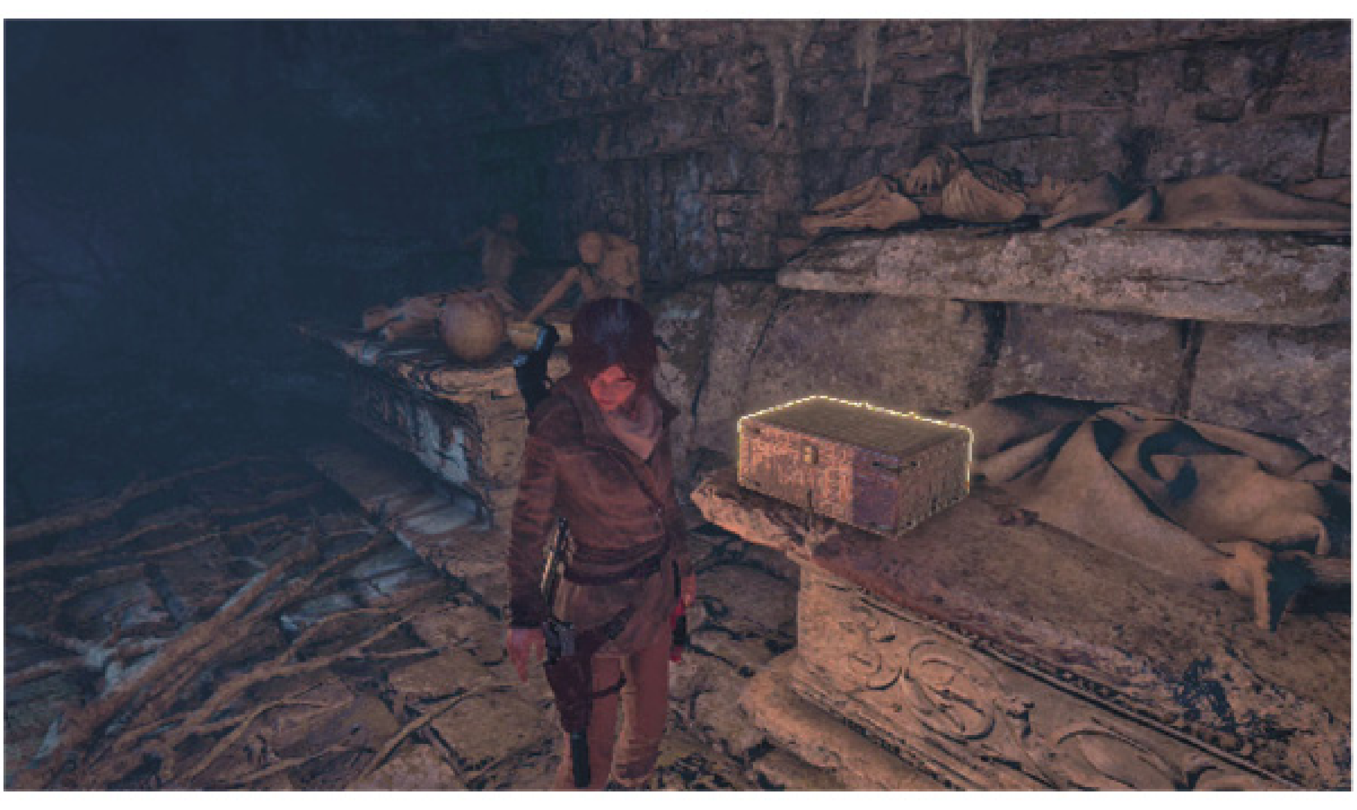

To The Orrery
Ridgeline Base Camp
Cathedral Courtyard Base Camp
To Flooded Archives and Infirmary Base Camp
069
Aqueduct Ruins Base Camp
To The Acropolis
Cliffside Lookout Base Camp

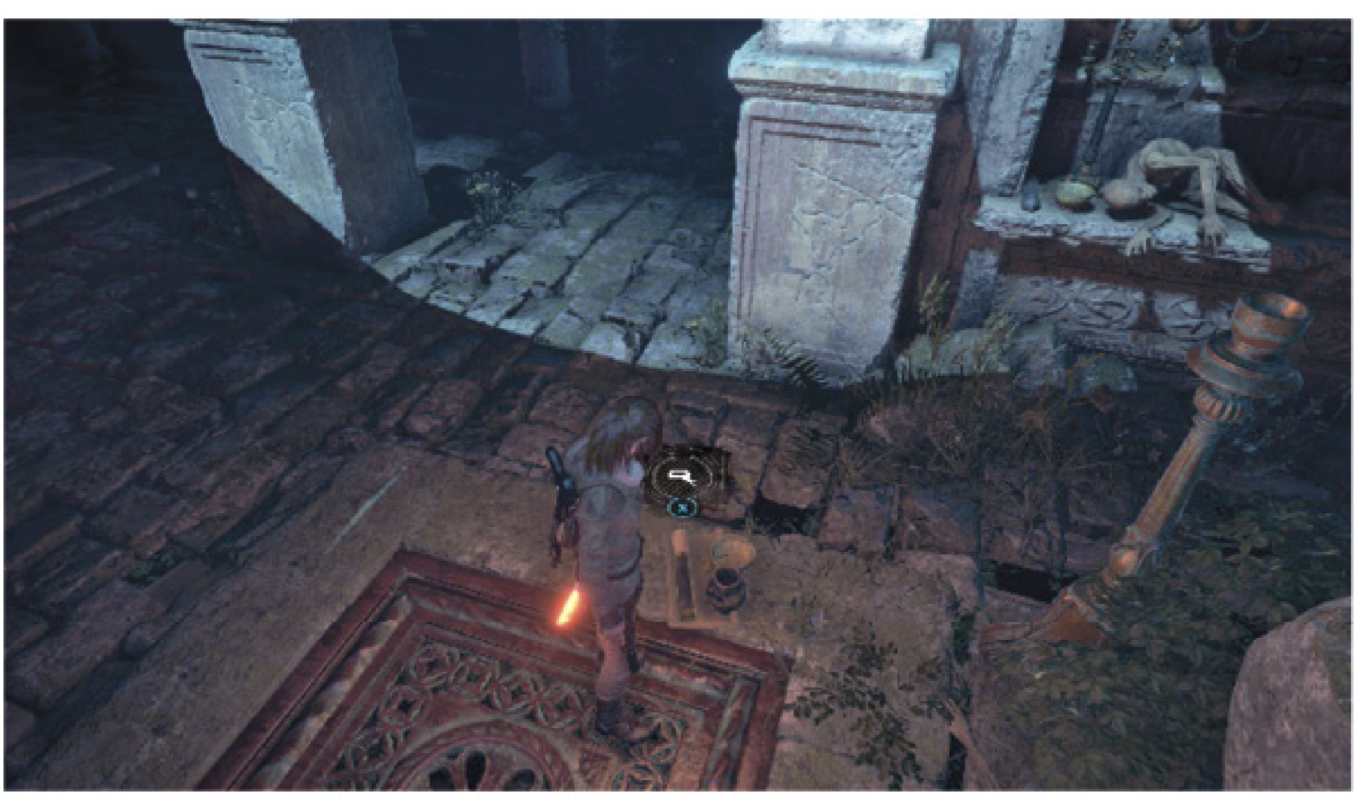


069 SE of Infirmary camp: A **Coin Cache** is buried outside of the Tomb, where you break open the rusty iron gate.

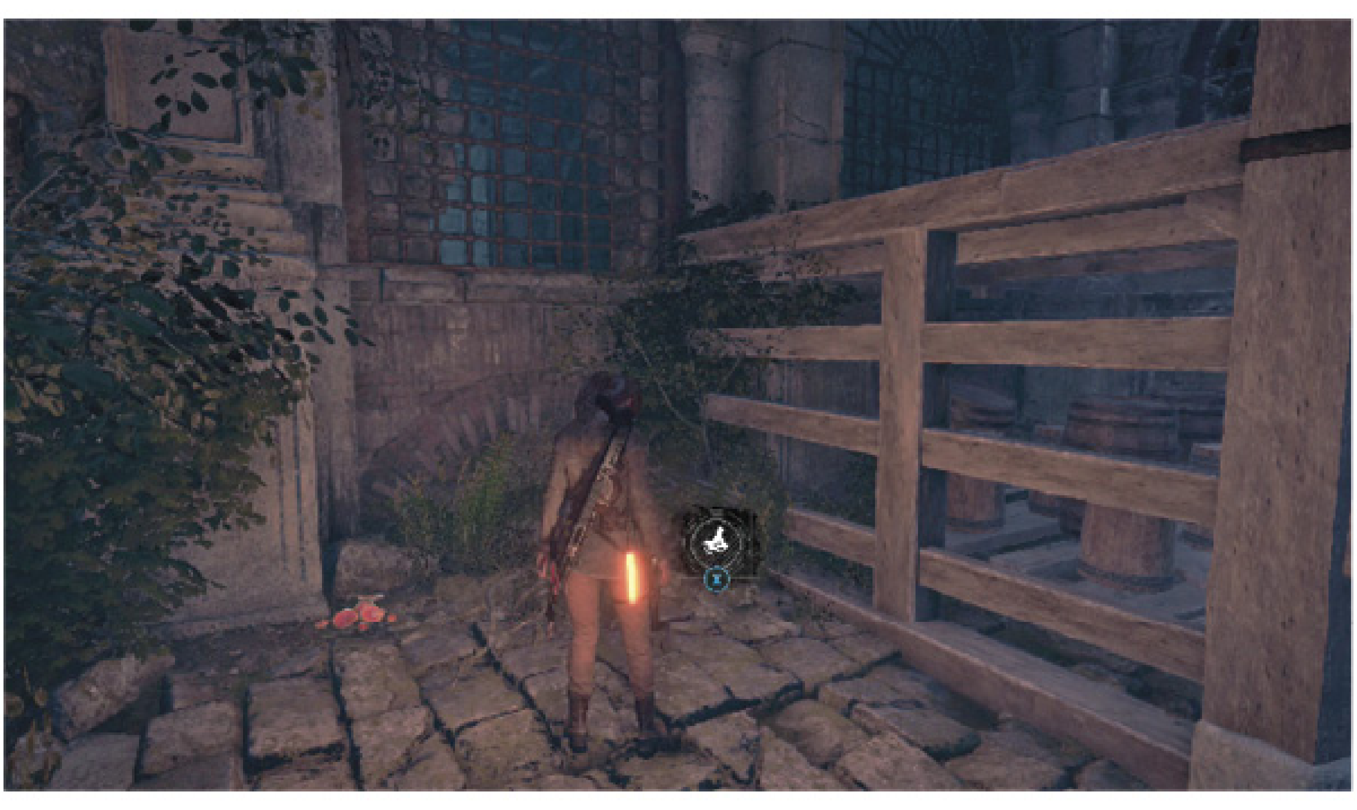


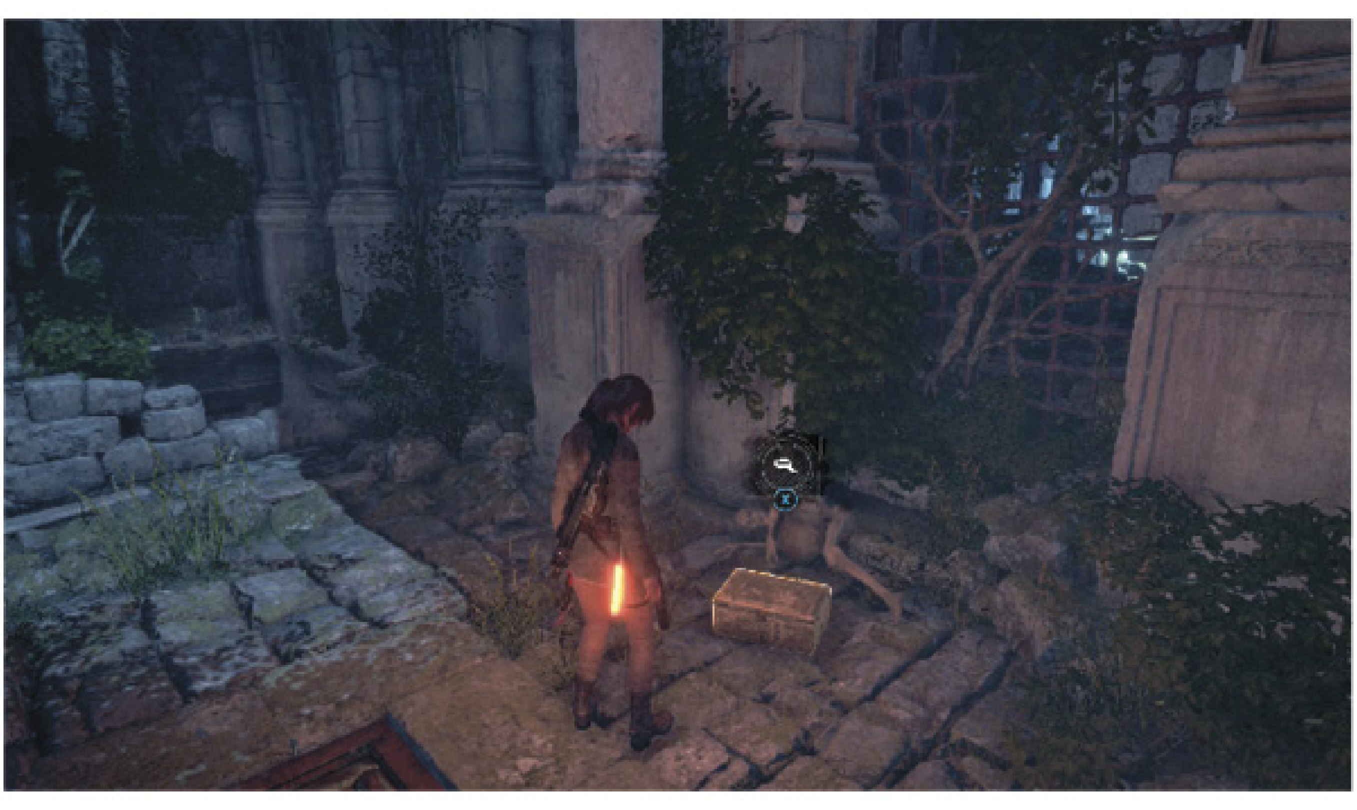
070 SE of Infirmary camp: A **Survival Cache** is buried beside an old well in the watery area before the campsite.

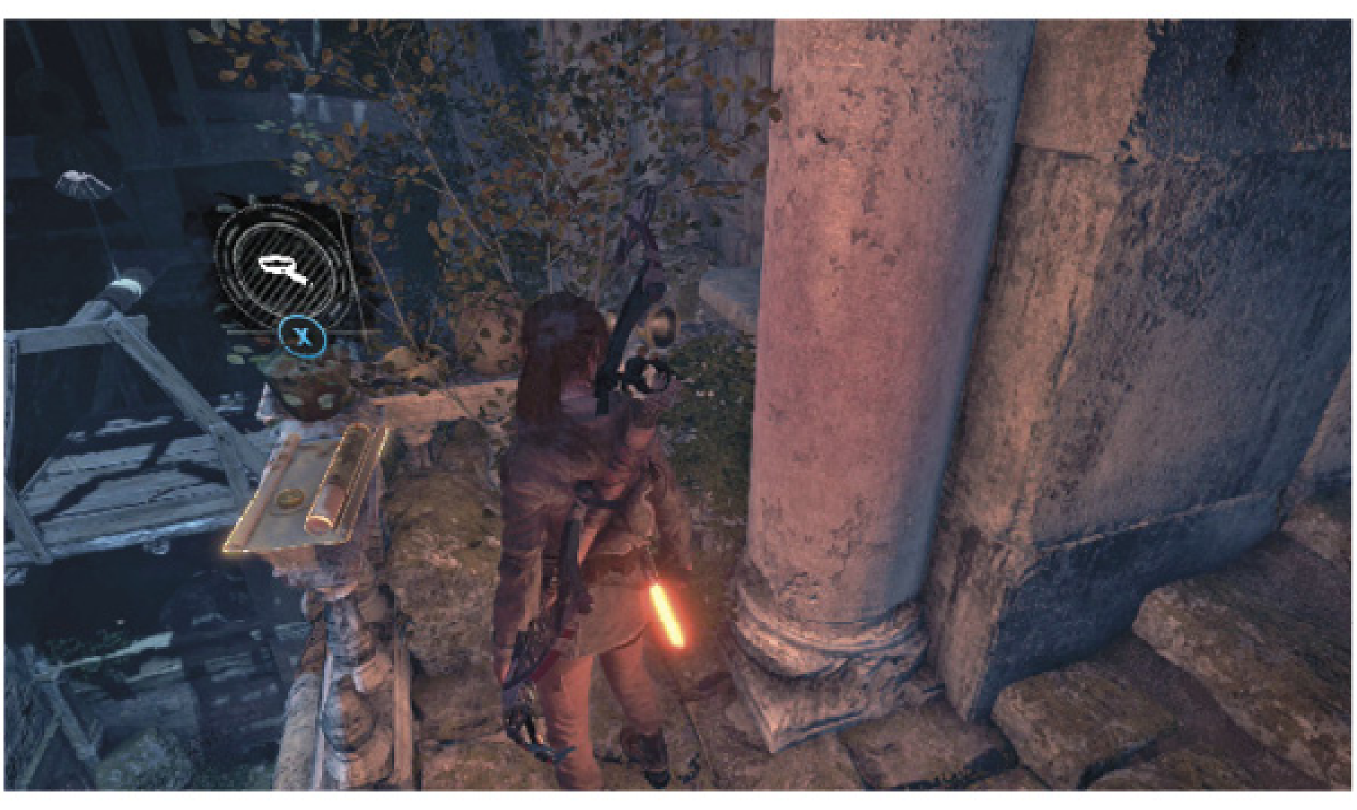




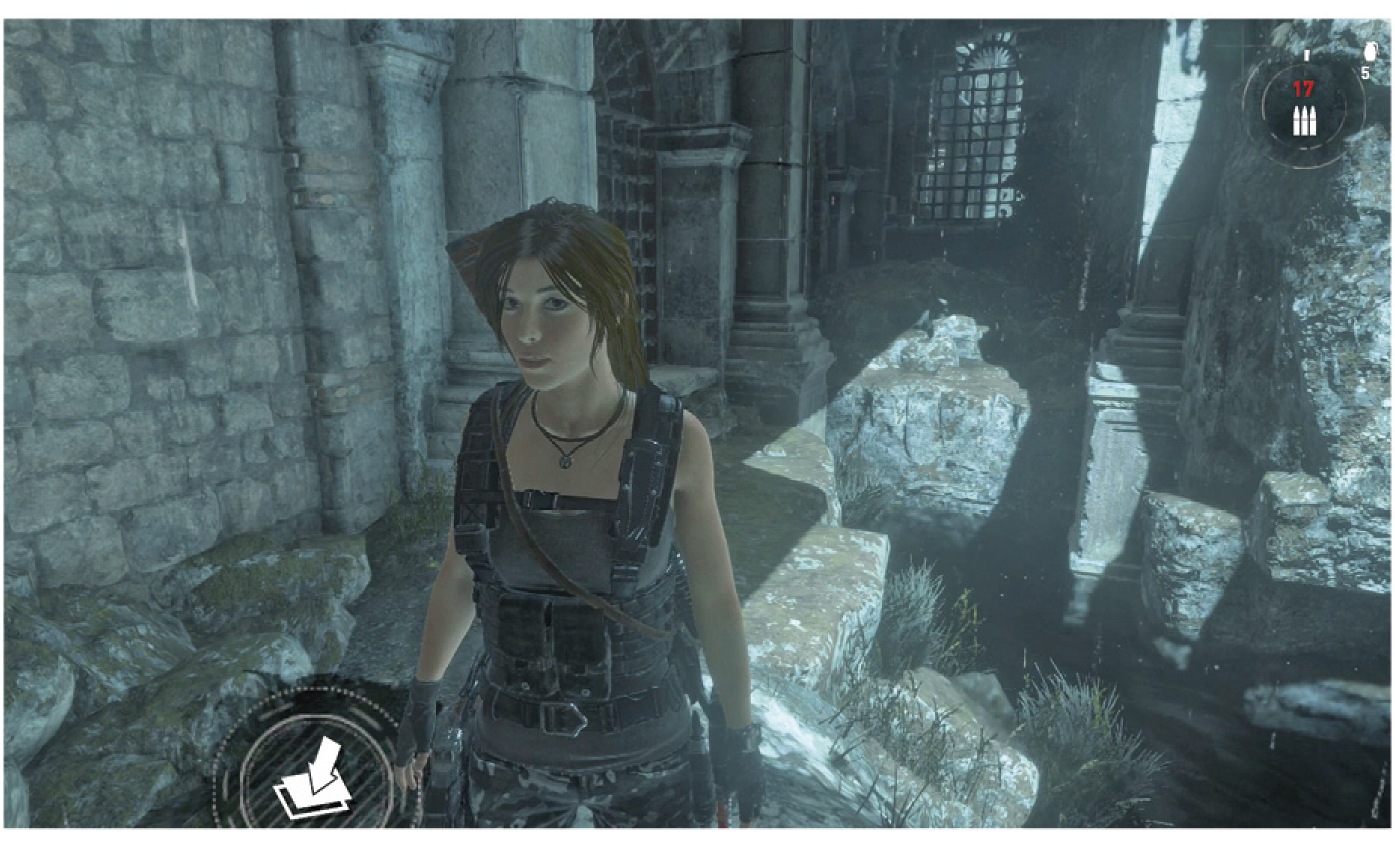
071 **072** E of Infirmary camp: A **Relic** is on one of the slabs with the dead bodies in the small room next to the camp. Once you've set up camp, look for the nearby **Document** on the floor.



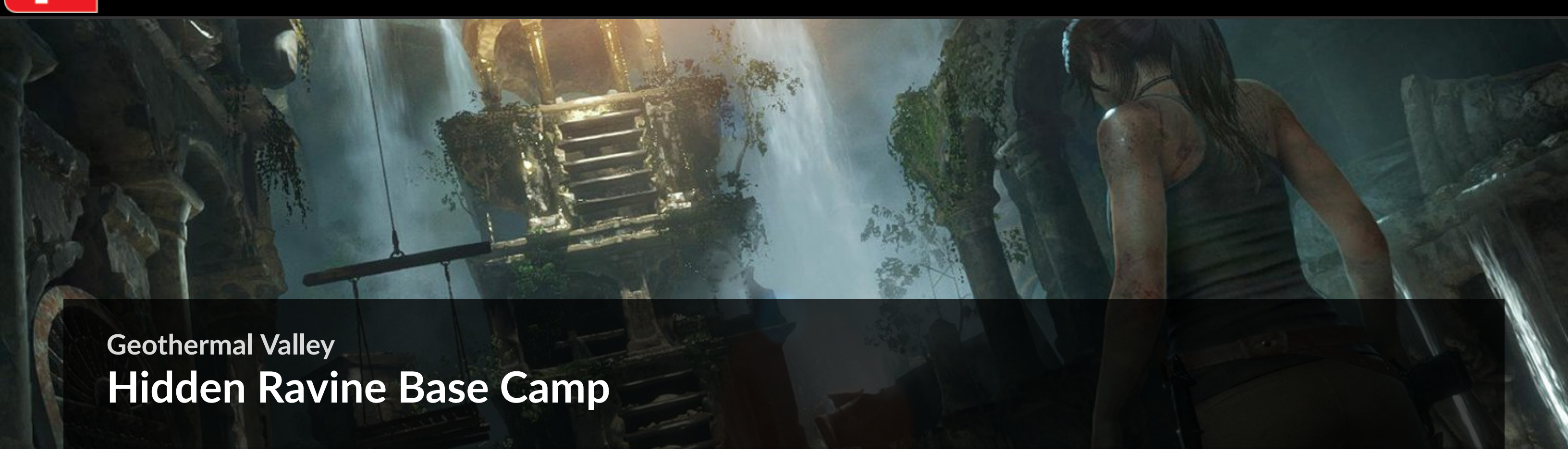




073 **074** **075** SW of Infirmary camp: A **Survival Cache** is buried amongst the stones of the next room, next to a wooden walkway. Once collected, cross the room to find a **Relic** next to a decayed corpse. After solving the Tomb's platforming puzzle, collect the **Document** at the top before the Codex room.

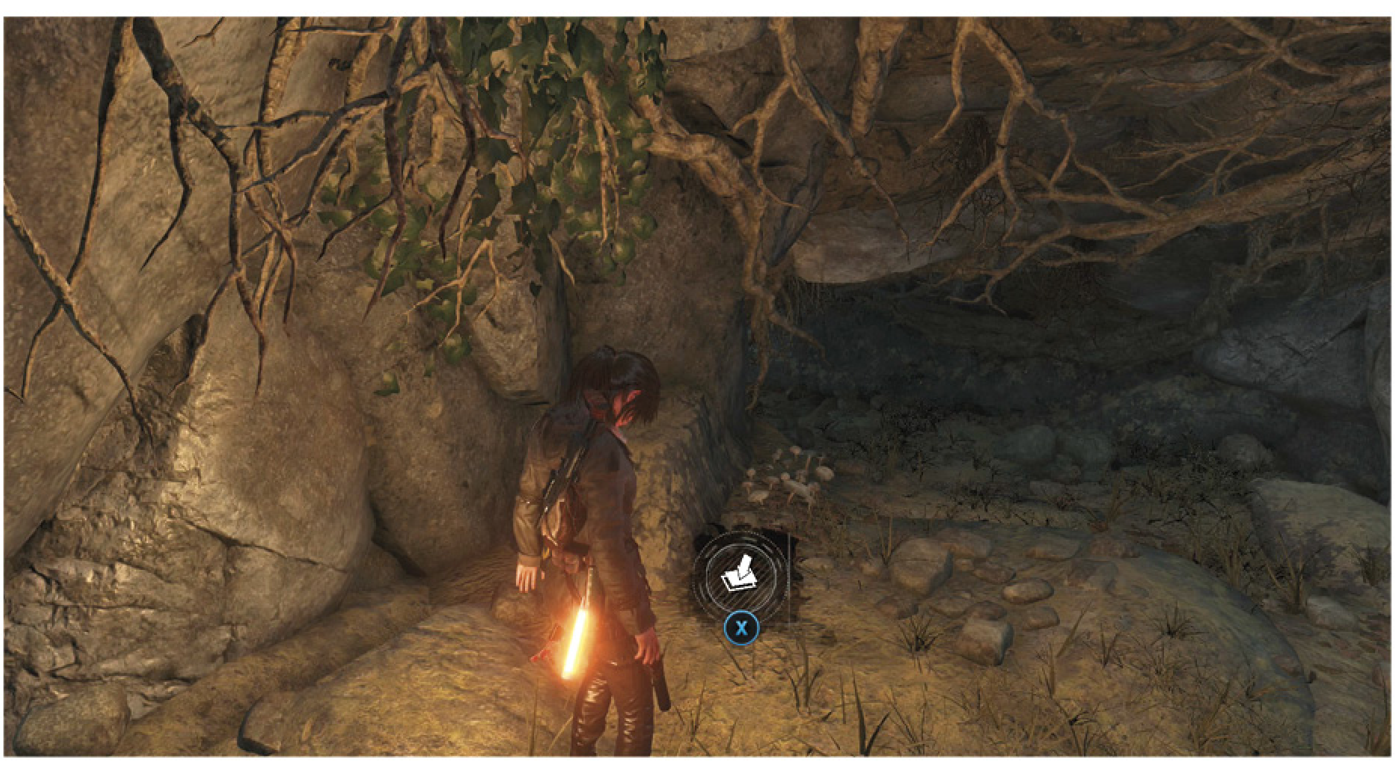


076 W of Infirmary Camp: A final **Survival Cache** is near an Explorer's Satchel. You have to dive and swim underneath the ruins to get to it. Start from the puzzle room, and use the water in the center to proceed.

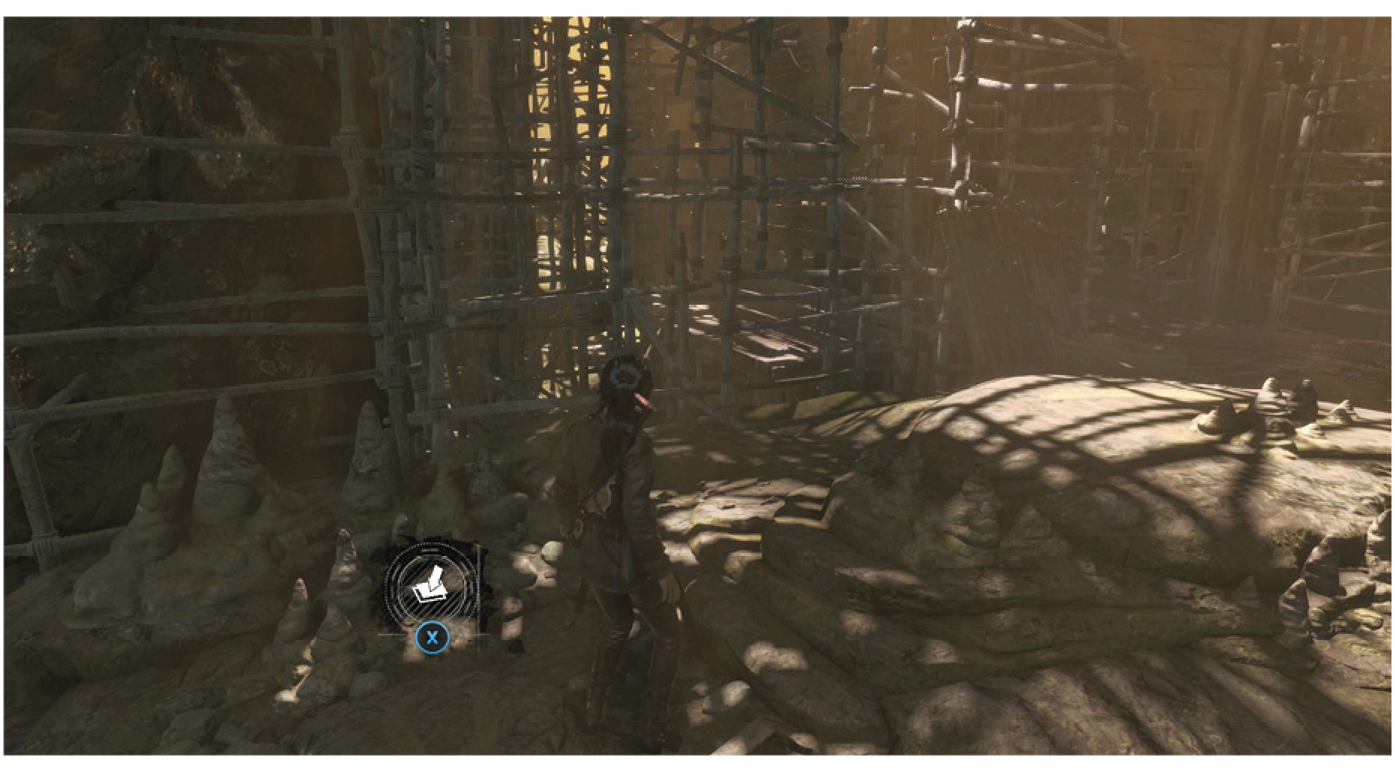


Geothermal Valley

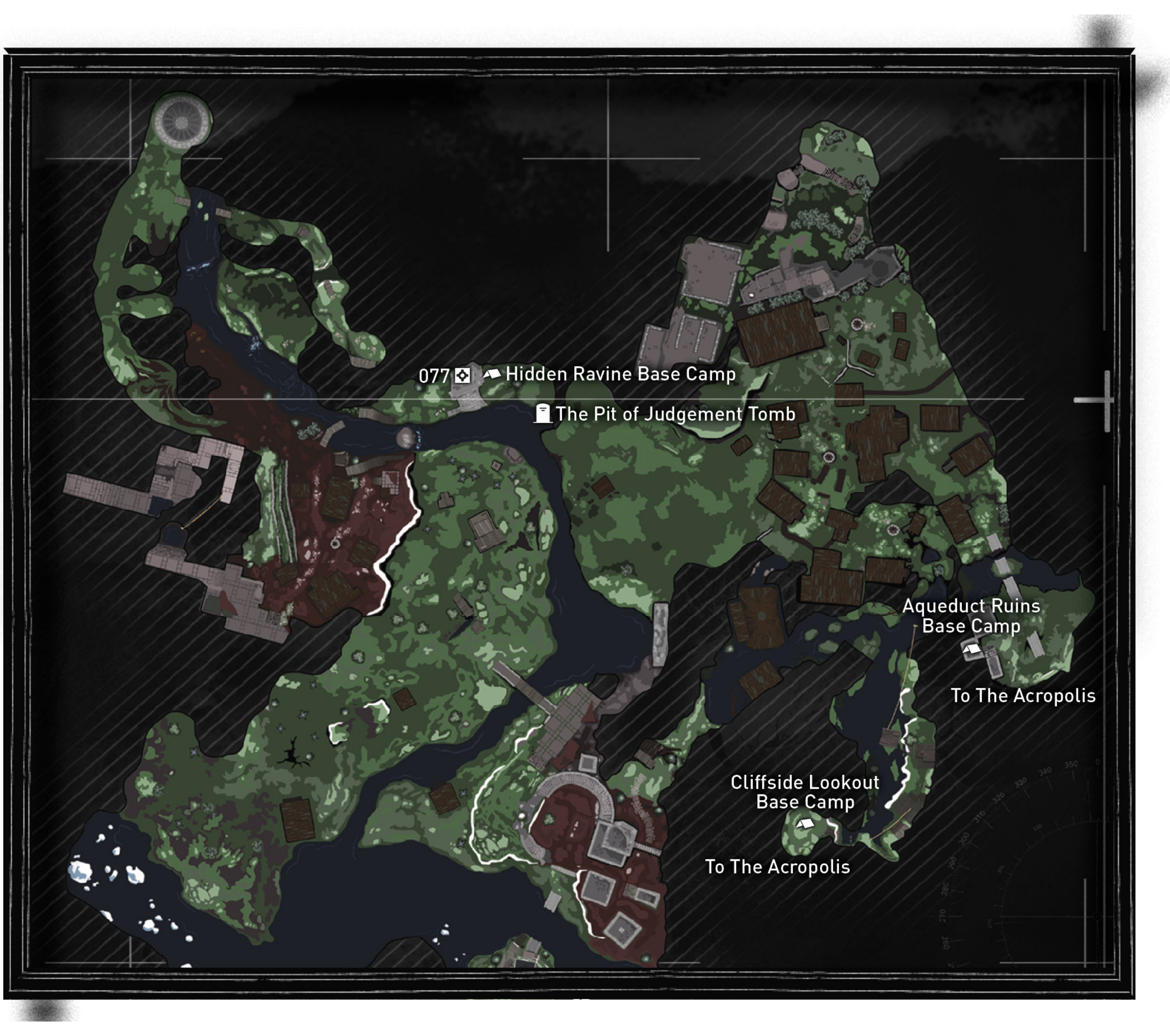
Hidden Ravine Base Camp



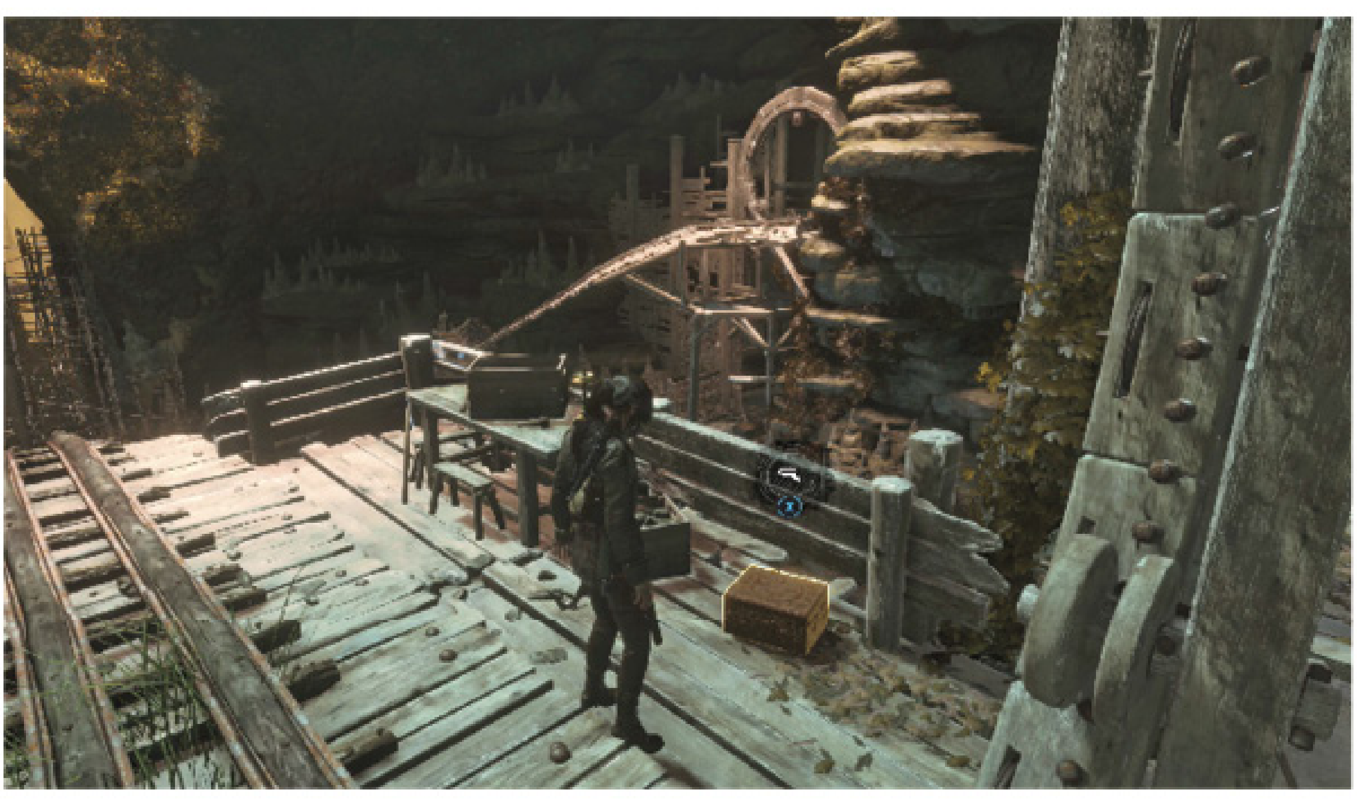
077 SW of Hidden Ravine camp: After sliding down the waterfall, a **Survival Cache** is buried outside the small entrance to the depths of the Tomb.

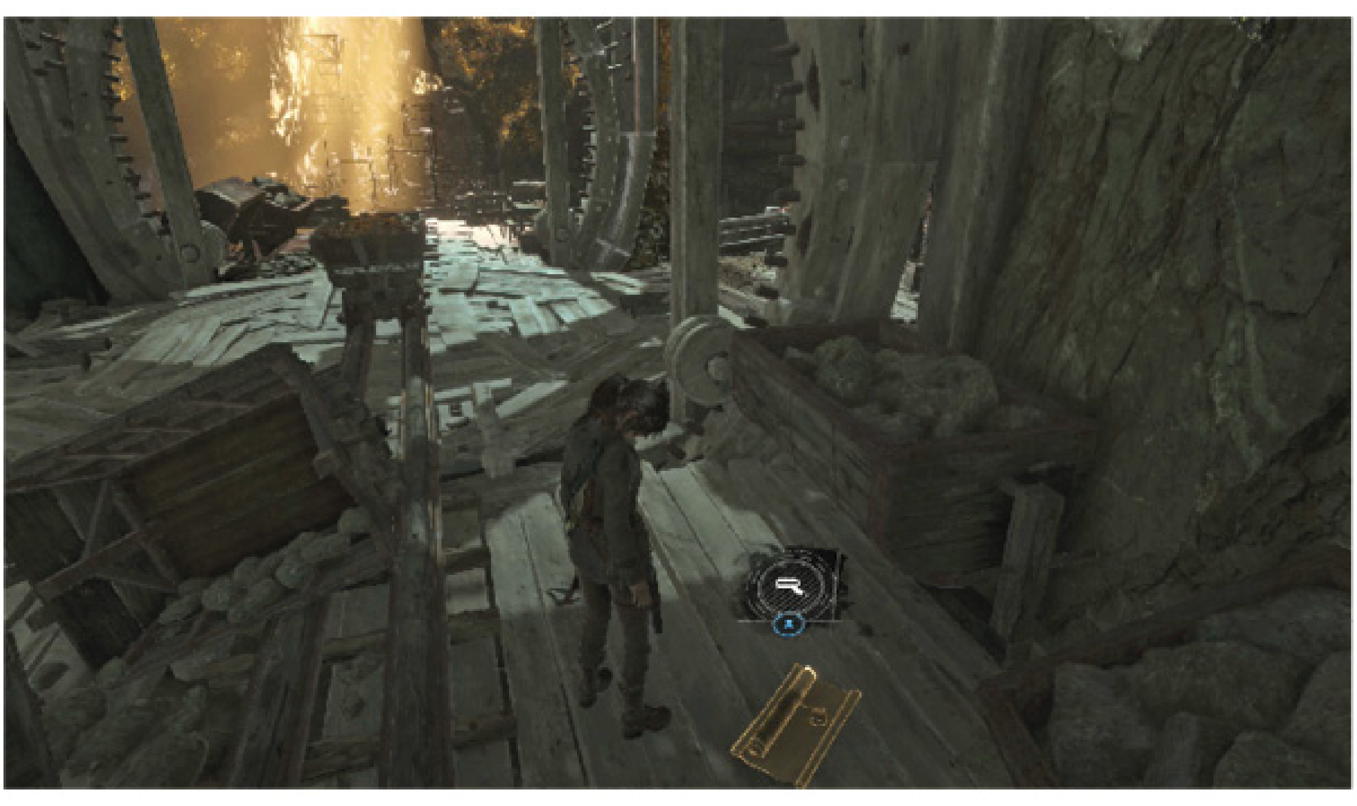


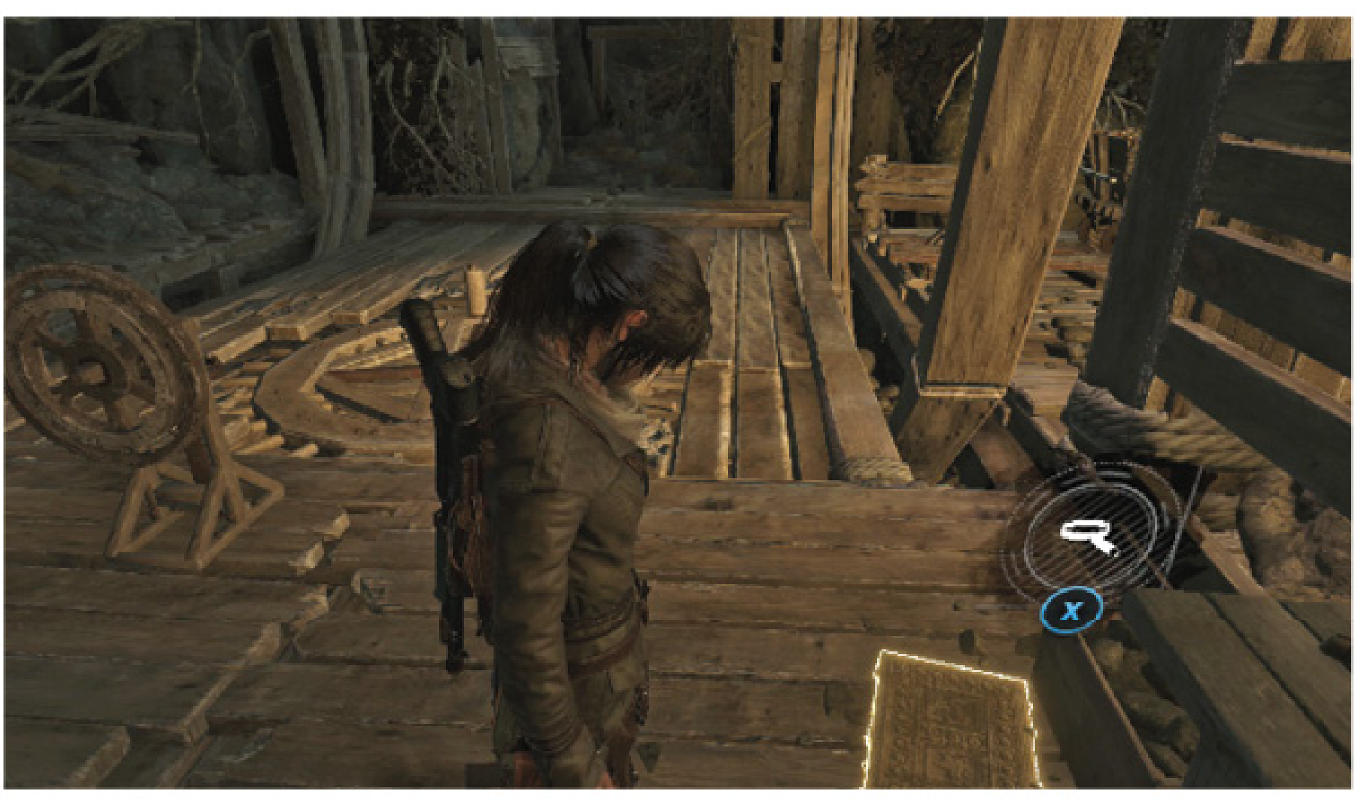
078 NE of Hidden Ravine camp: After losing your grip and tumbling into the Tomb, swim across the wooden structure. A **Survival Cache** is buried by some stalagmites. Items in the Tomb are not listed on the map.

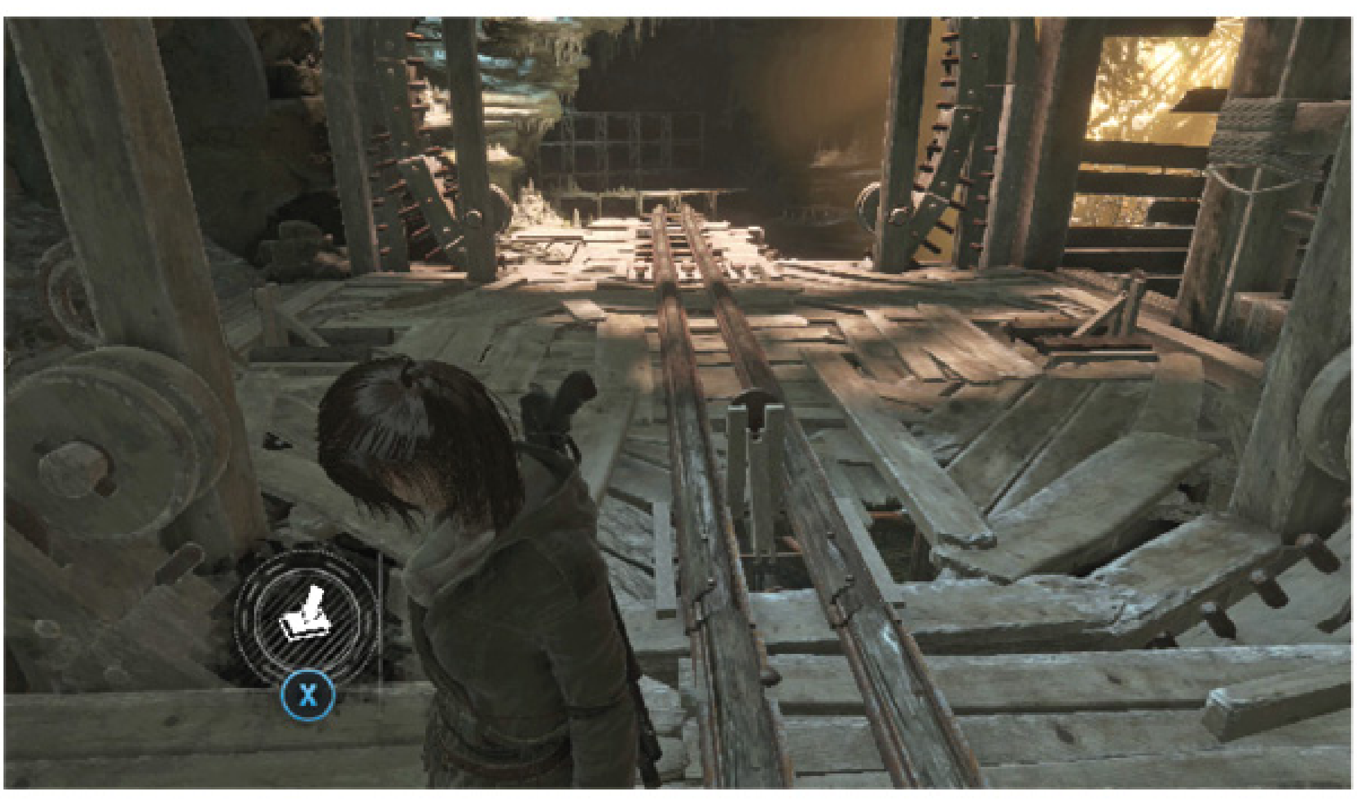

077
Hidden Ravine Base Camp
The Pit of Judgement Tomb
Aqueduct Ruins Base Camp
To The Acropolis
Cliffside Lookout Base Camp
To The Acropolis

079 **080** E of Hidden Ravine camp: A **Relic** is by the rotating platform, next to a table. Once you have it, a **Document** is just a few steps away, by the fallen mine cart.

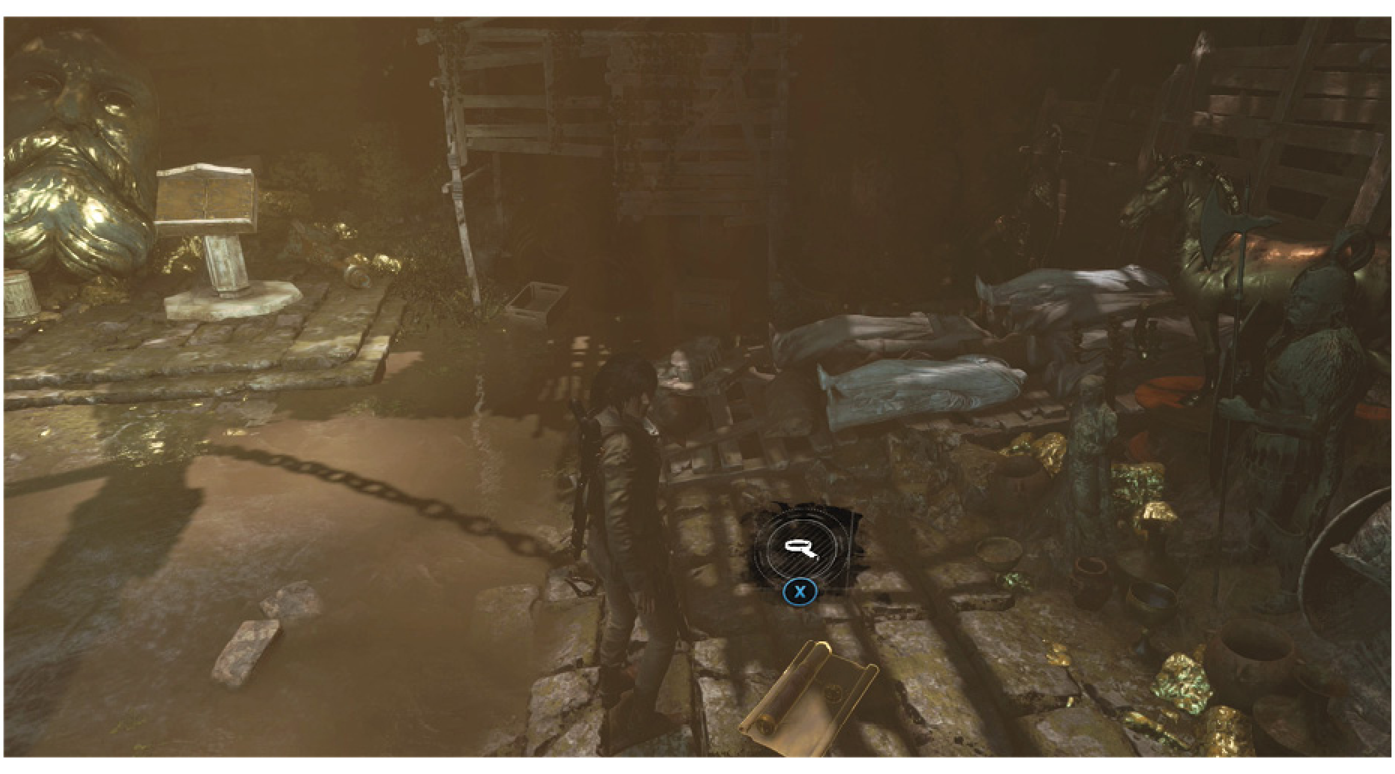




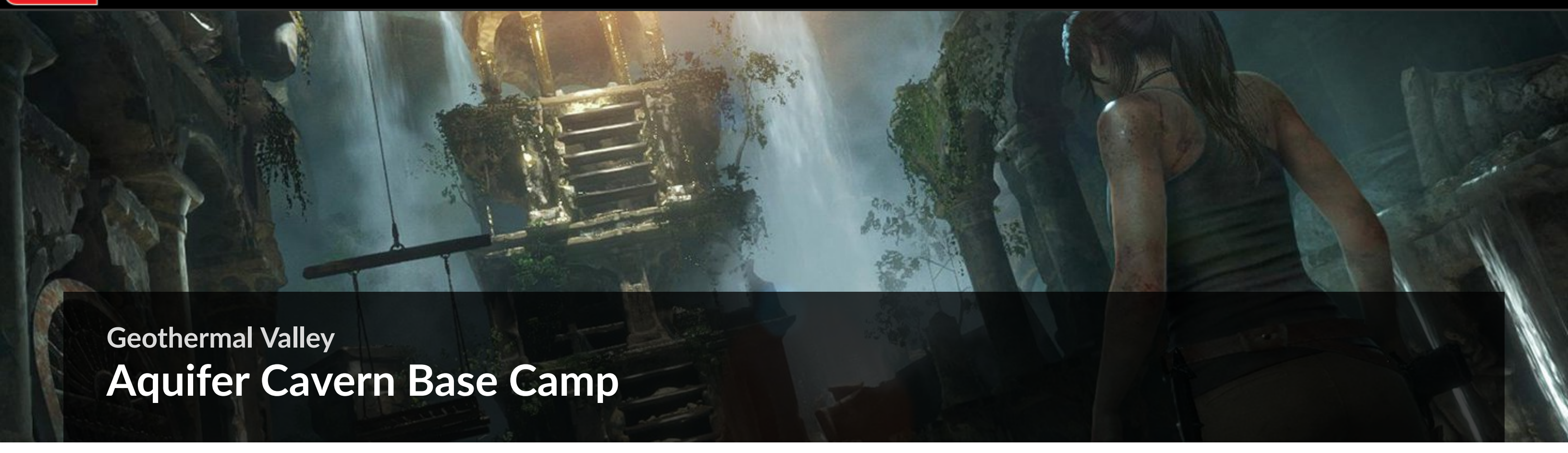




081 **082** N of Hidden Ravine camp: Use the nearby rope post to create a zipline to the lower rotation crank. A **Relic** is next to the crank. Once you have it, climb the stairs for a **Survival Cache** next to the rotating platform.

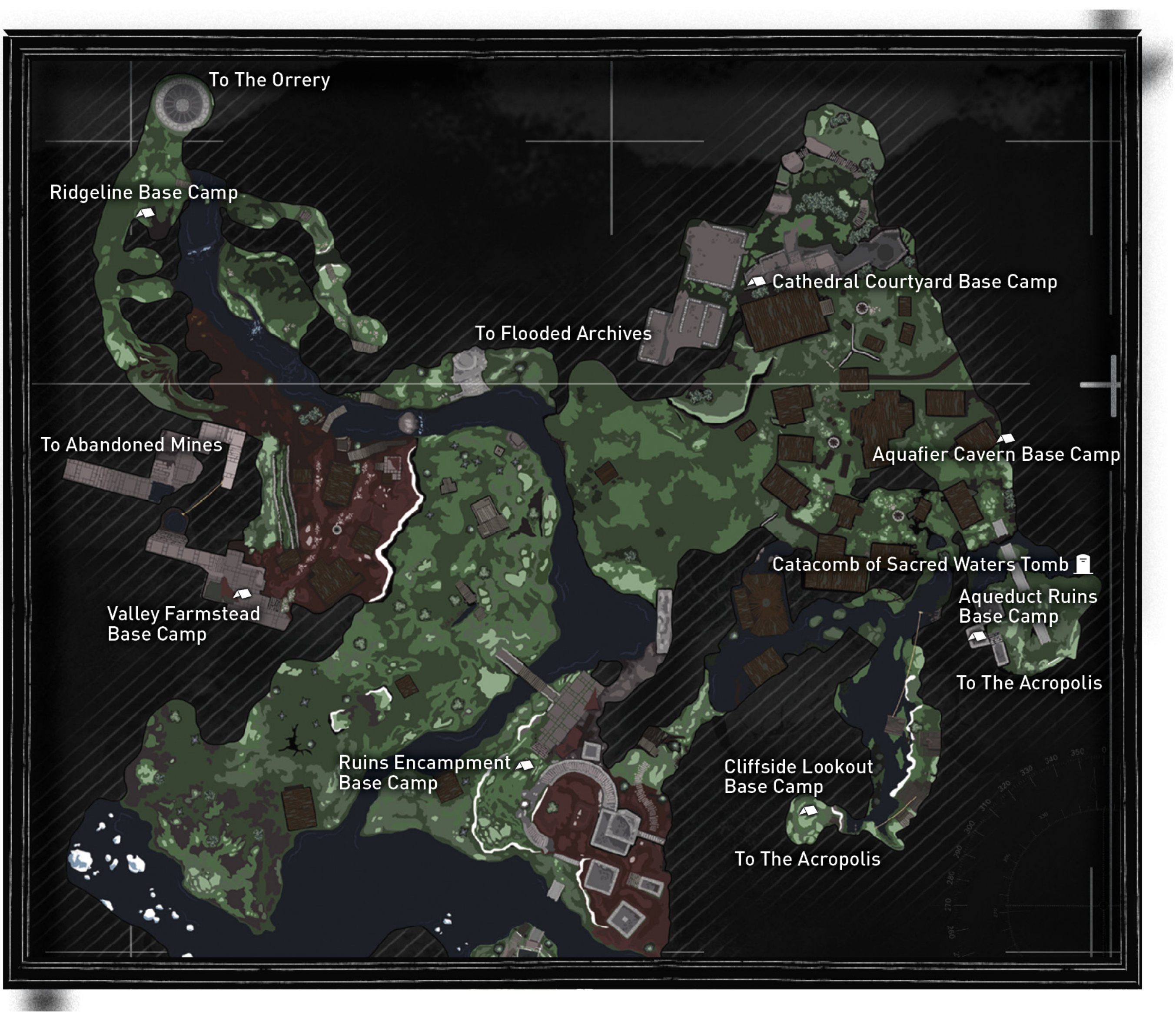


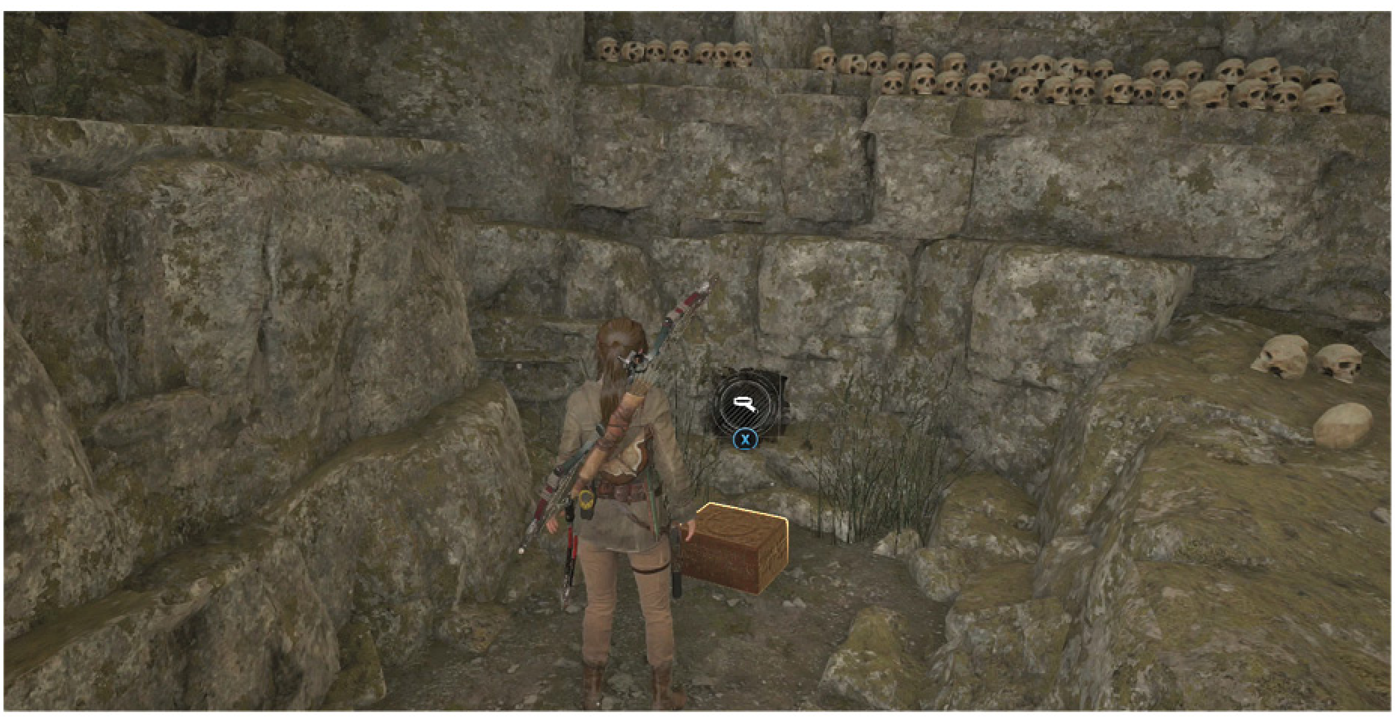
083 NE of Hidden Ravine camp: In the Codex room, look for the **Document** on the floor nearby.



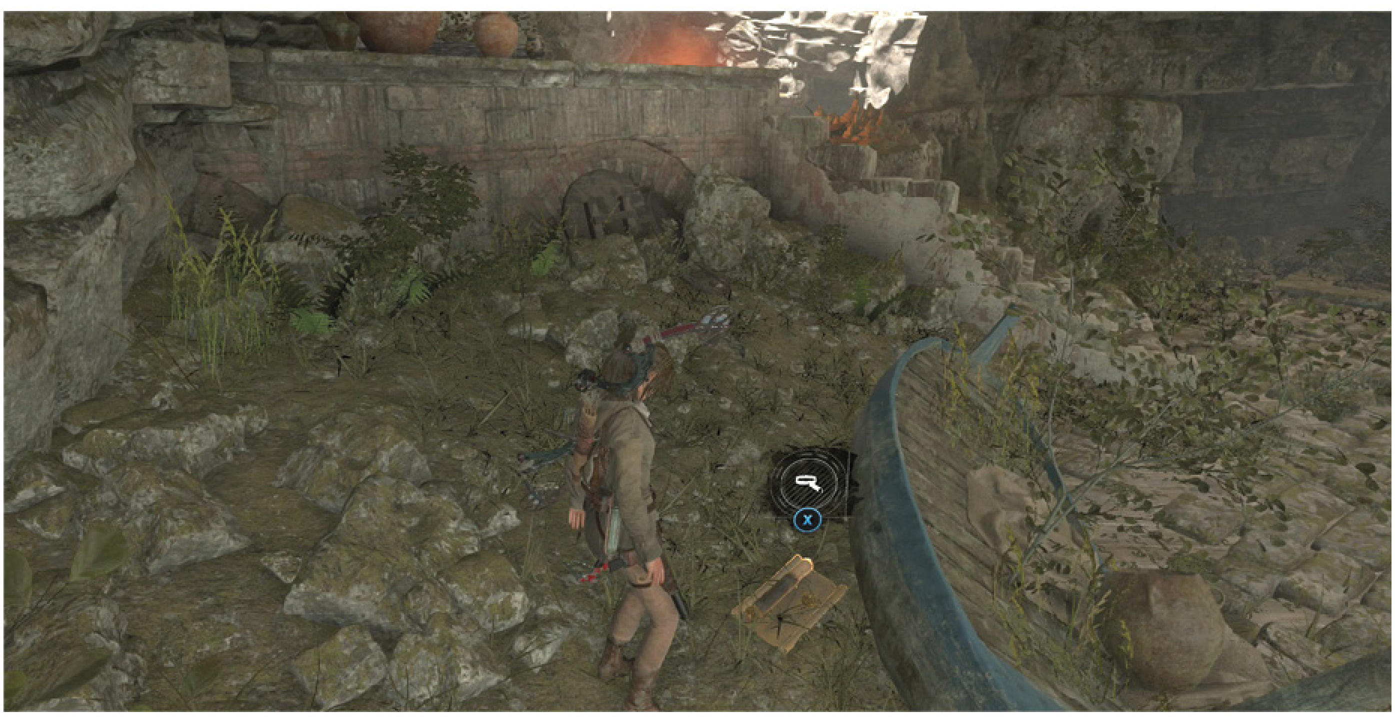
Geothermal Valley

Aquifer Cavern Base Camp

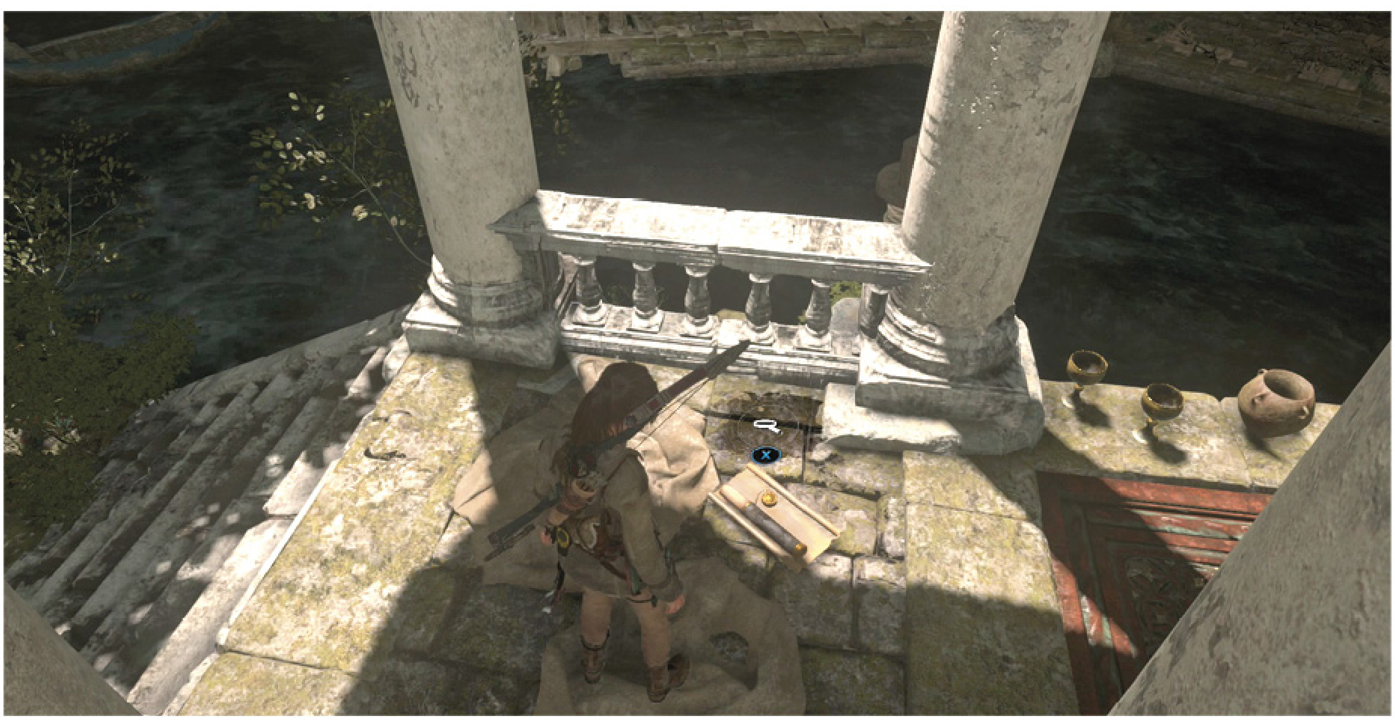

To The Orrery
Ridgeline Base Camp
Cathedral Courtyard Base Camp
To Flooded Archives
To Abandoned Mines
Aquafier Cavern Base Camp
Catacomb of Sacred Waters Tomb
Valley Farmstead Base Camp
Aqueduct Ruins Base Camp
To The Acropolis
Ruins Encampment Base Camp
Cliffside Lookout Base Camp
To The Acropolis



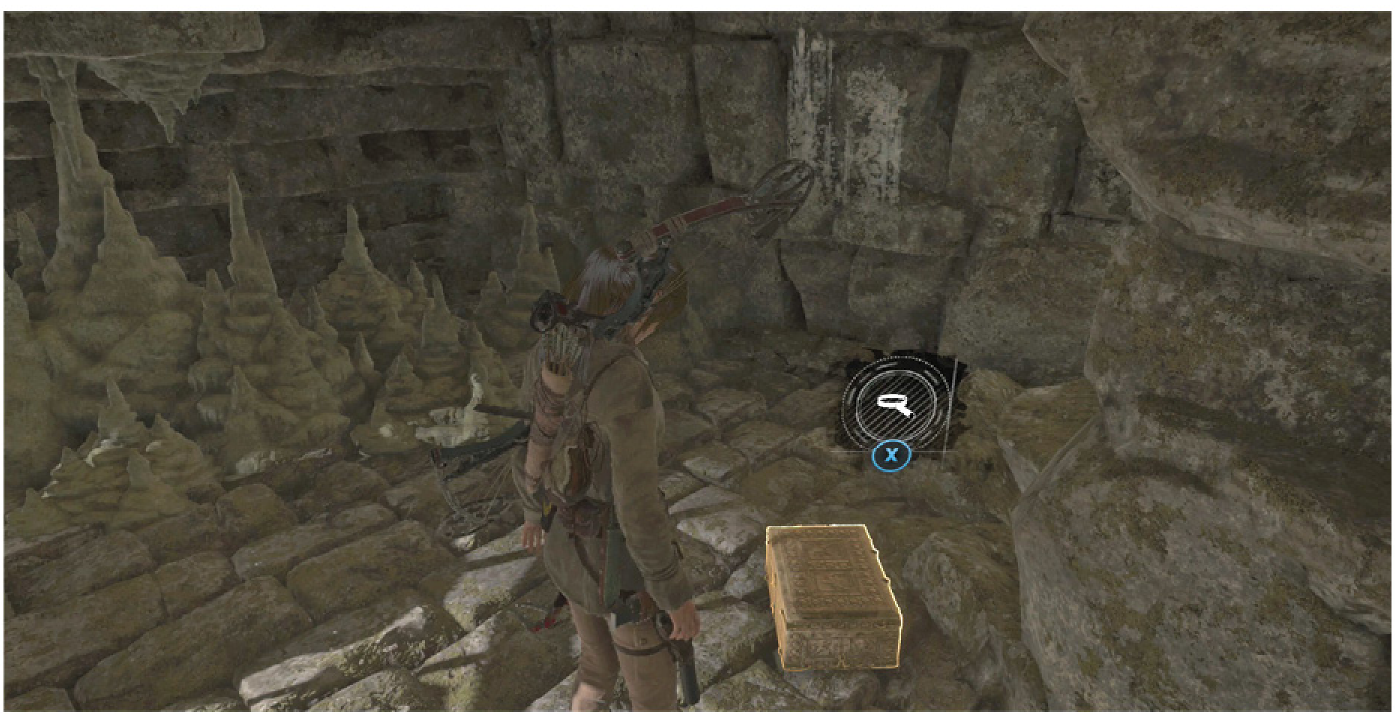
084 N of Aquifer Caverns base camp: After roping across the pool and entering the burial chamber, look for a **Relic** tucked away in between two shelves of skulls.



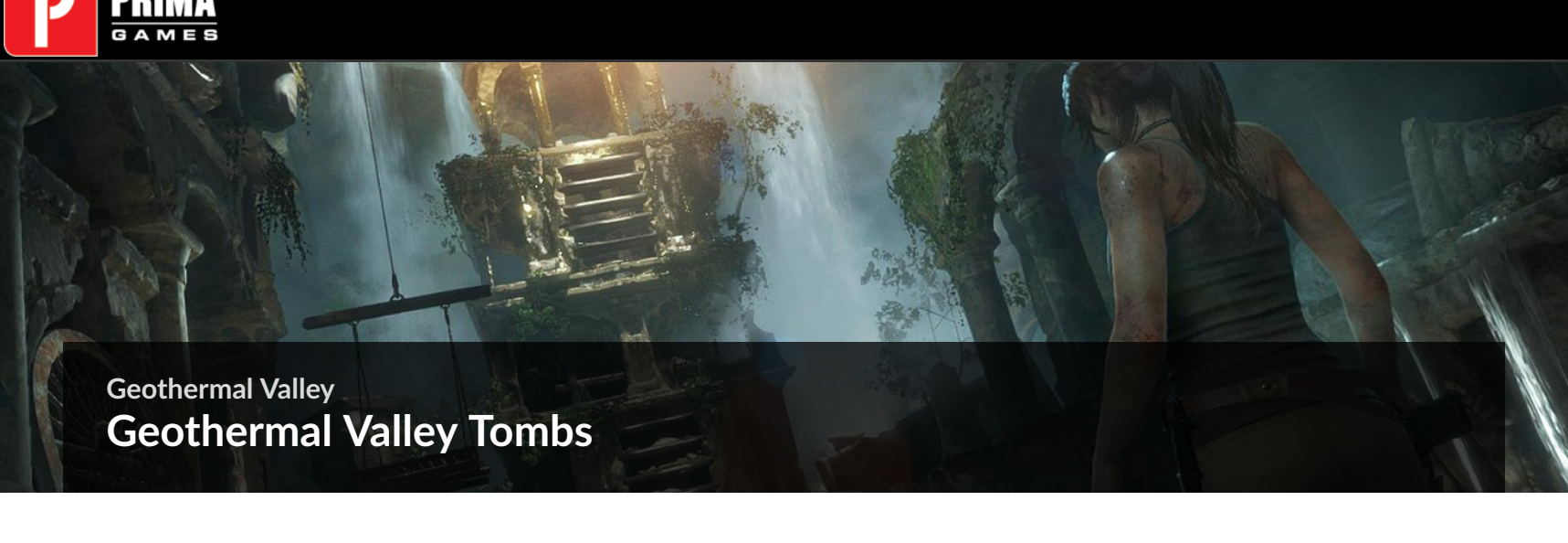
085 S of Aquifer Caverns base camp: A **Document** is close to the campfire, down some stairs by a beached blue boat.



086 SE of Aquifer Caverns base camp: A **Document** is in the middle of the large pool of water, on the stone with columns.



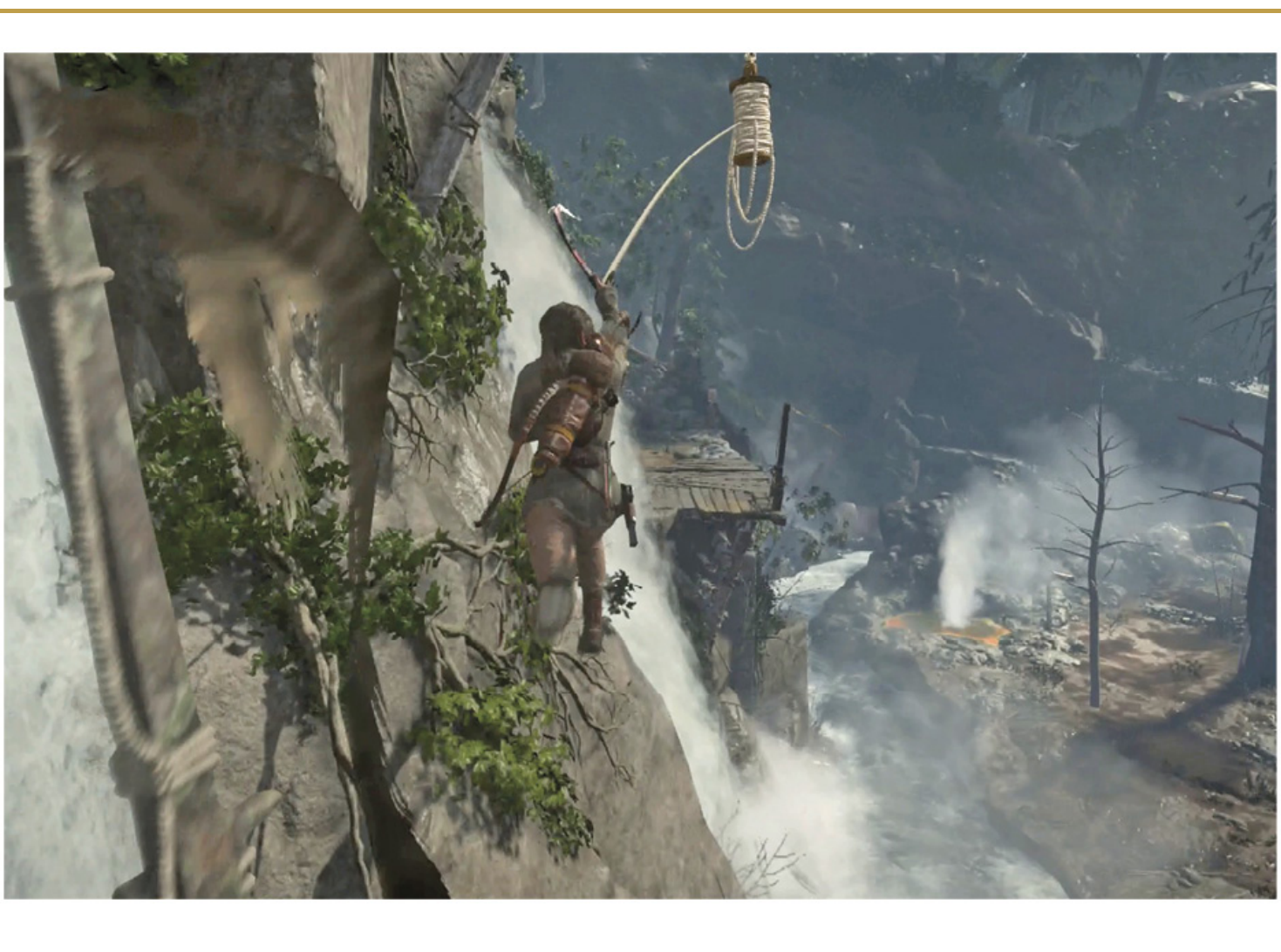
087 SE of Aquifer Caverns base camp: A **Relic** is in the room with the Codex, on the floor.



Geothermal Valley

Geothermal Valley Tombs

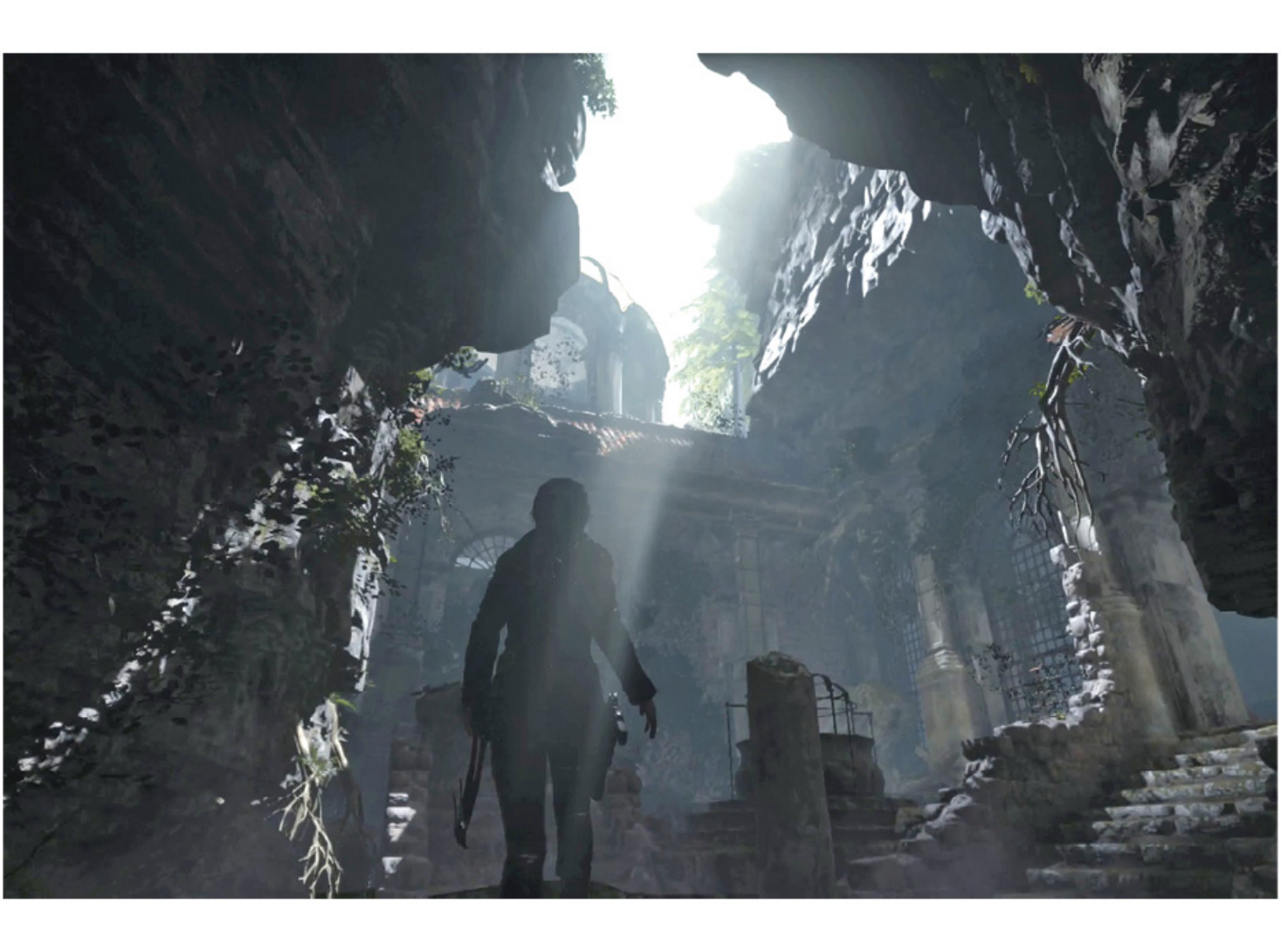
HOUSE OF THE AFFLICTED



Another Tomb is close to Valley Farmstead's Base Camp. Take the northeastern bridge that leads away from town, and use a Rope to swing across a break in the walkway.

Crawl under damaged stonework at the end of the path. A pack of wolves lives on the other side, so you have to fight those to survive. Use a fast weapon to kill them; something like the SMG does a great deal of damage.

Clear out the wolves, search for a Coin Cache in that yard, and then break into the gateway that leads into this Tomb.



It doesn't seem like much is inside for the first few rooms. There aren't any treasures yet besides a few discarded Coins. Keep going, and crawl through a tiny crack in the stones at the back of the building. You eventually arrive in a larger room that is open to the sky.

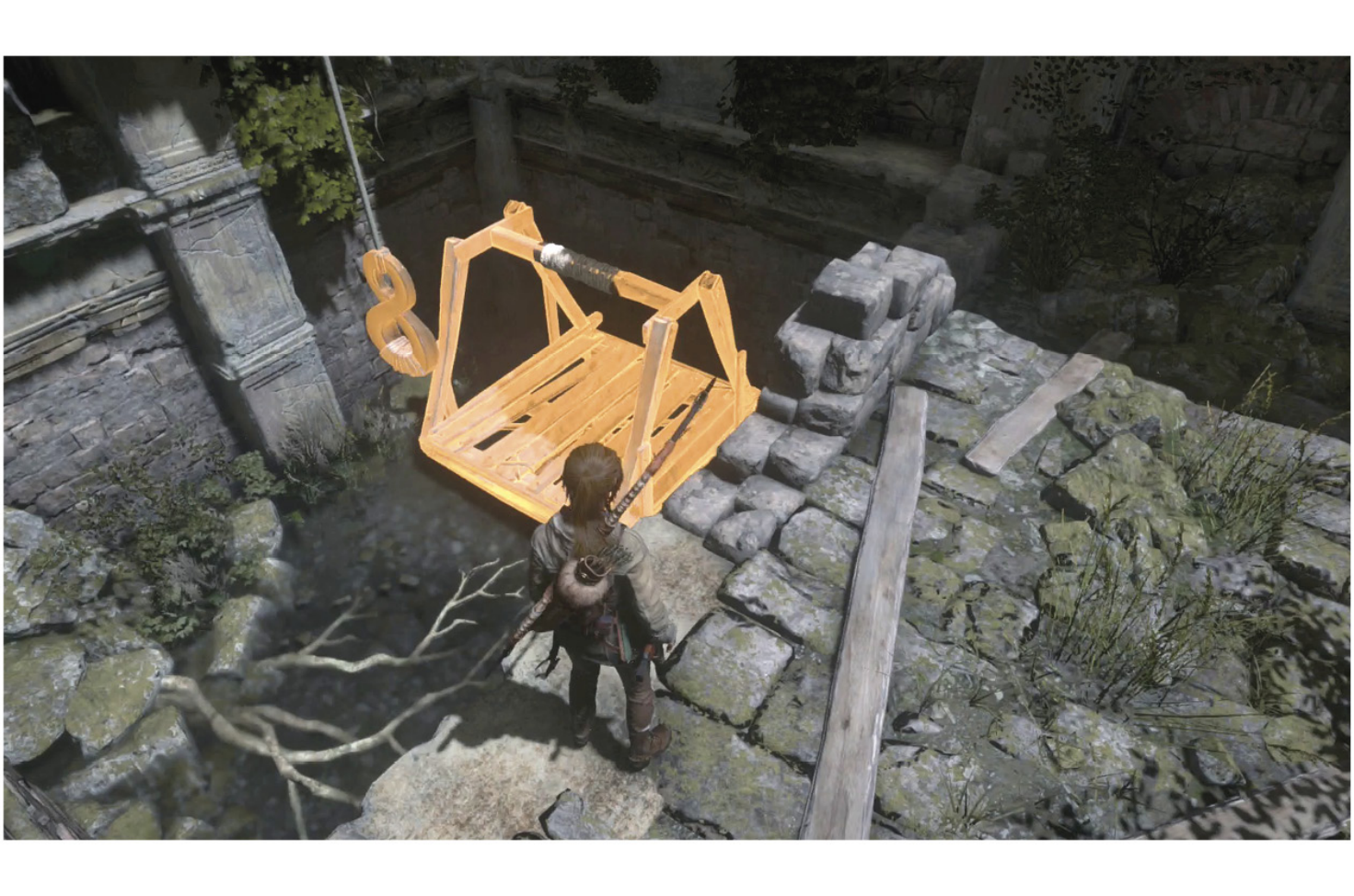
Search for a Survival Cache in that room. Climb up to a hallway close by and get a Relic as well.

You soon reach the Infirmary Base Camp. Rest there, and take a Document from the hallway past the base camp.

Ahead is the puzzle room of this Tomb. Before starting on the puzzle, get a Relic from the far side of the chamber. To the right from where you entered, there is also another Survival Cache.

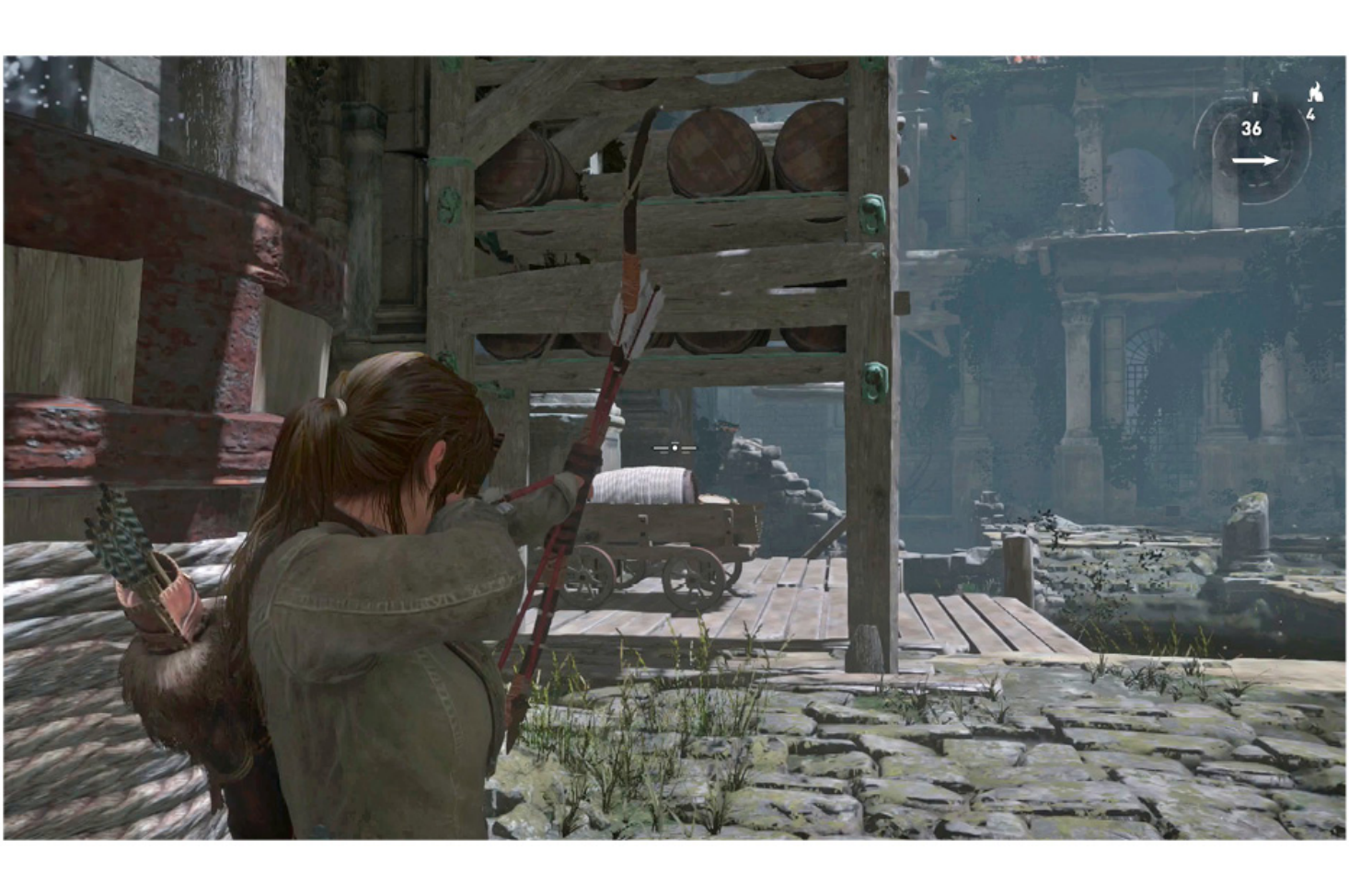
The only other goodies are up top, and you can't reach those yet. That means it's time to figure this puzzle out. You need to raise two platforms so that Lara can vault to one, get across a walkway, and use the other to reach the handholds underneath the Codex. Fair enough.

Look at the room and find the two platforms; they're both along the same wall, and are almost ready to go. The one shown in our picture here needs to be hooked up. Jump down to it and use your Bow and Rope to tether the hook to the platform.



Now go over to the other platform and shoot your Rope to a lever that's toward the top of the room. Pulling that lever fills a bucket with water and causes the platforms on both sides of the room to rise.

The issue is that they still don't stay up. To make that happen, find an ore-laden cart between the platforms. Physically push it toward the middle of the room as far as it can go. The next time you pull the lever to fill the bucket, hurry over to the container and tether it to the cart. The cart is very heavy, so the bucket won't be able to rise again. The platforms stay up, and you can cross them at your leisure.



Climb the staircase near the entrance and jump along the upper tier of the room. Use handholds to get up to the Codex area once you've completed the crossing. There is a Document up there with the Codex. This gets you Fast Healer, a skill that allows Lara to heal herself quickly when bandaging.

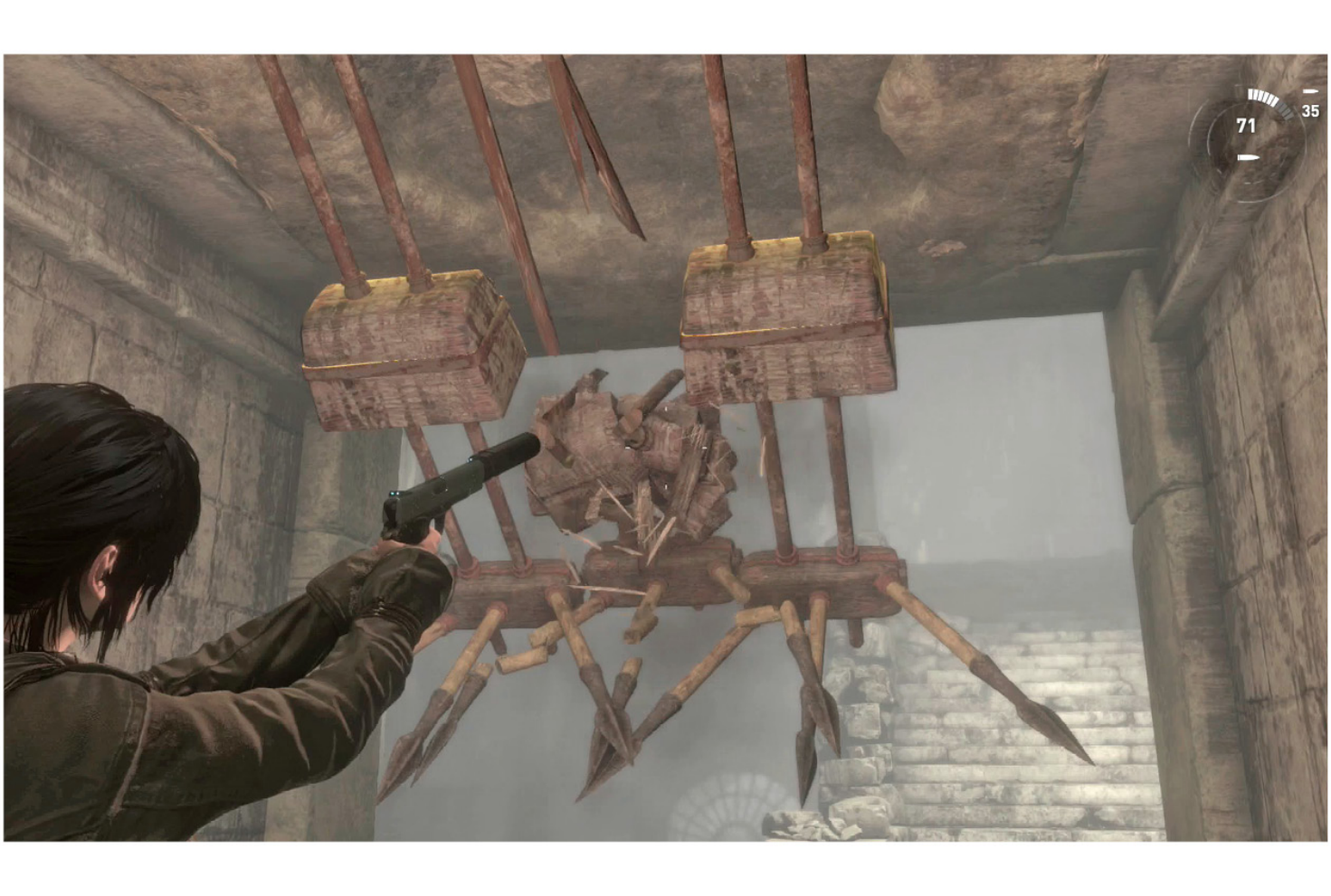
Leave the Tomb and go about your business.

BATHS OF KITEZH

There is a Tomb in the northwestern part of the Geothermal Valley. Search for its entrance east by southeast from Ridgeline. A humble and unmarked bear cave is where you get access to the Tomb. Kill the bear and take its wonderful Hide, and then look along the rear wall inside the cave. You find a foggy, humid entrance to another tunnel. Go inside.

Run and swim through the next passage, using Survival Instincts whenever you have trouble seeing. Before long, you get to an abandoned bathhouse.

You quickly come to a room where water is periodically jetting out of three pipes along the wall. Walk slowly along a fallen tree and wait for each gout of water to ebb before attempting to pass by.



Climb up at the far side of the room and continue until you find the Whirlpool Sanctuary Base Camp. Search beside the camp for a Relic.

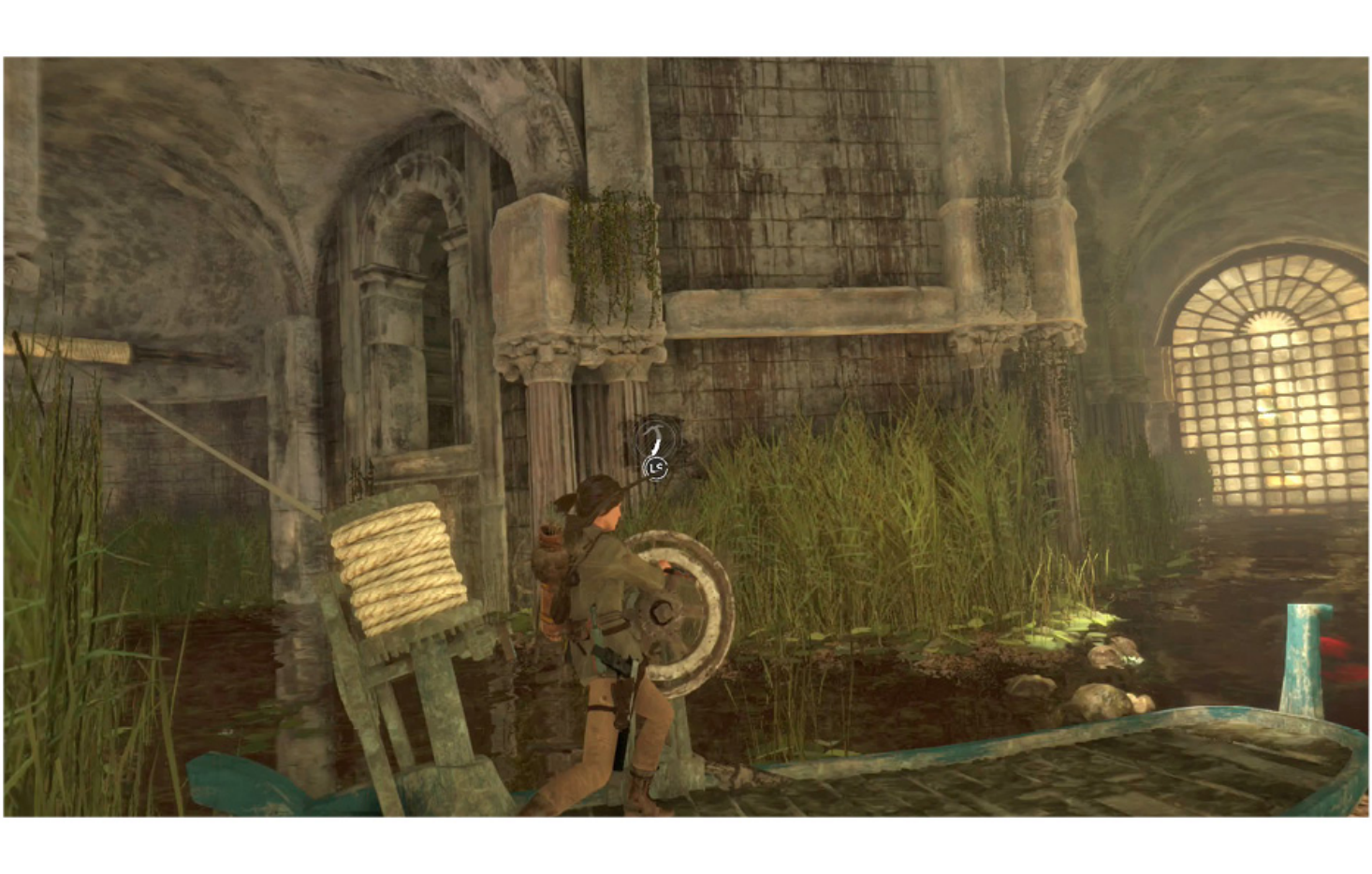
Walk into the next chamber, but be ready to stop a spike trap that swings down from the ceiling. This one has three different wooden blocks to destroy, so fire quickly and accurately!

Search a cubby to the right when you get into the next room. It has another Relic. The path continues in two directions. Ignore the lower route, for now, and take the upper one instead. When that divides, search the small room on the right for a Document. Then take the hall on the left.

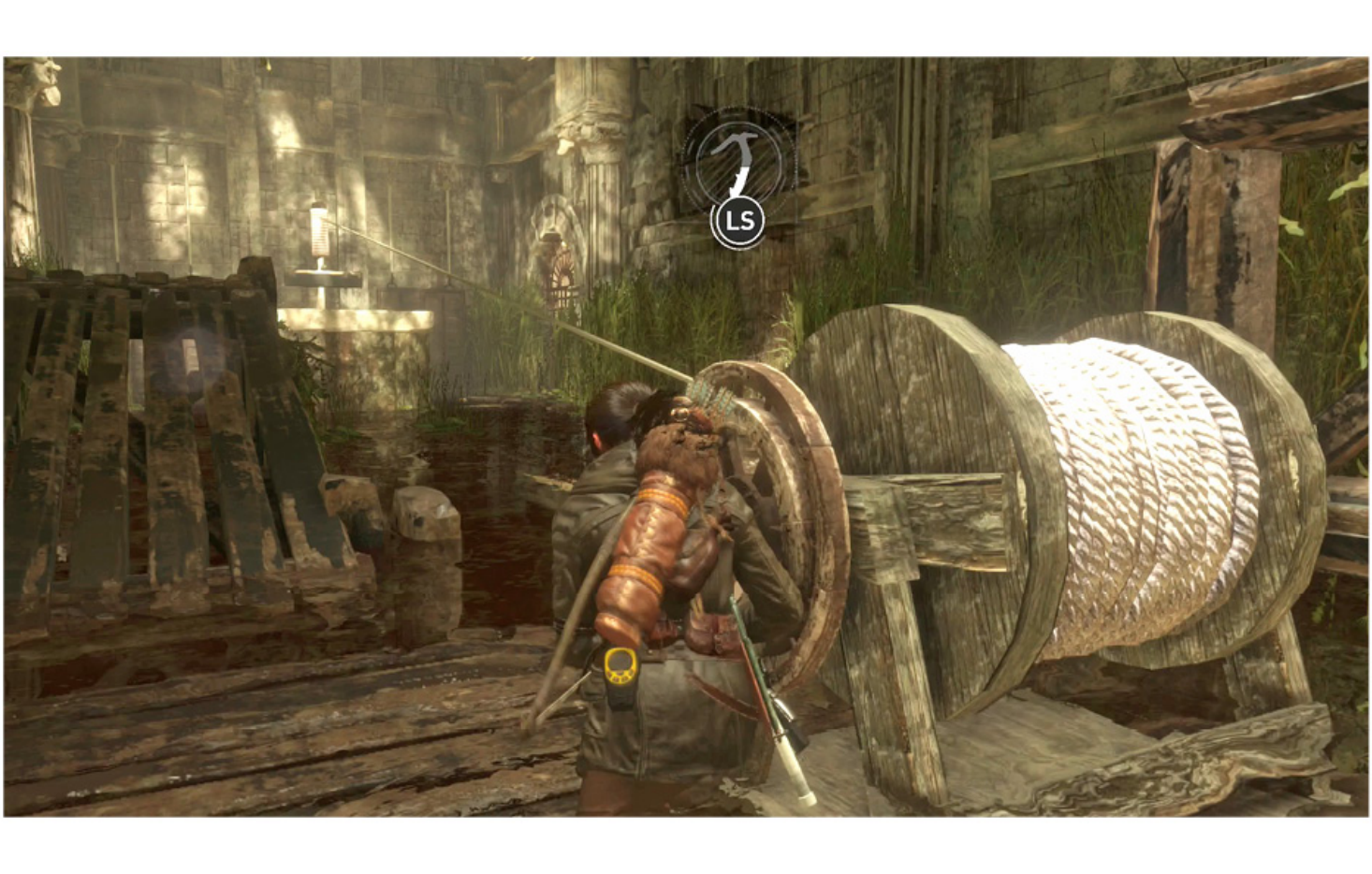
You quickly reach the last full room of the area. It's a puzzle chamber where you need to drop the water level to access this Tomb's Codex. No worries.

Drop into the water and look around. There is a ledge on the side of the room. Climb onto that and loot an Archivist Map.

You're now ready to take on the puzzle. Climb onto the boat in the middle of the room and use the Rope Posts to maneuver it around. You shoot a Rope to connect the boat's Post with one of the Posts farther away, and then you crank the boat toward the farther post to move around.

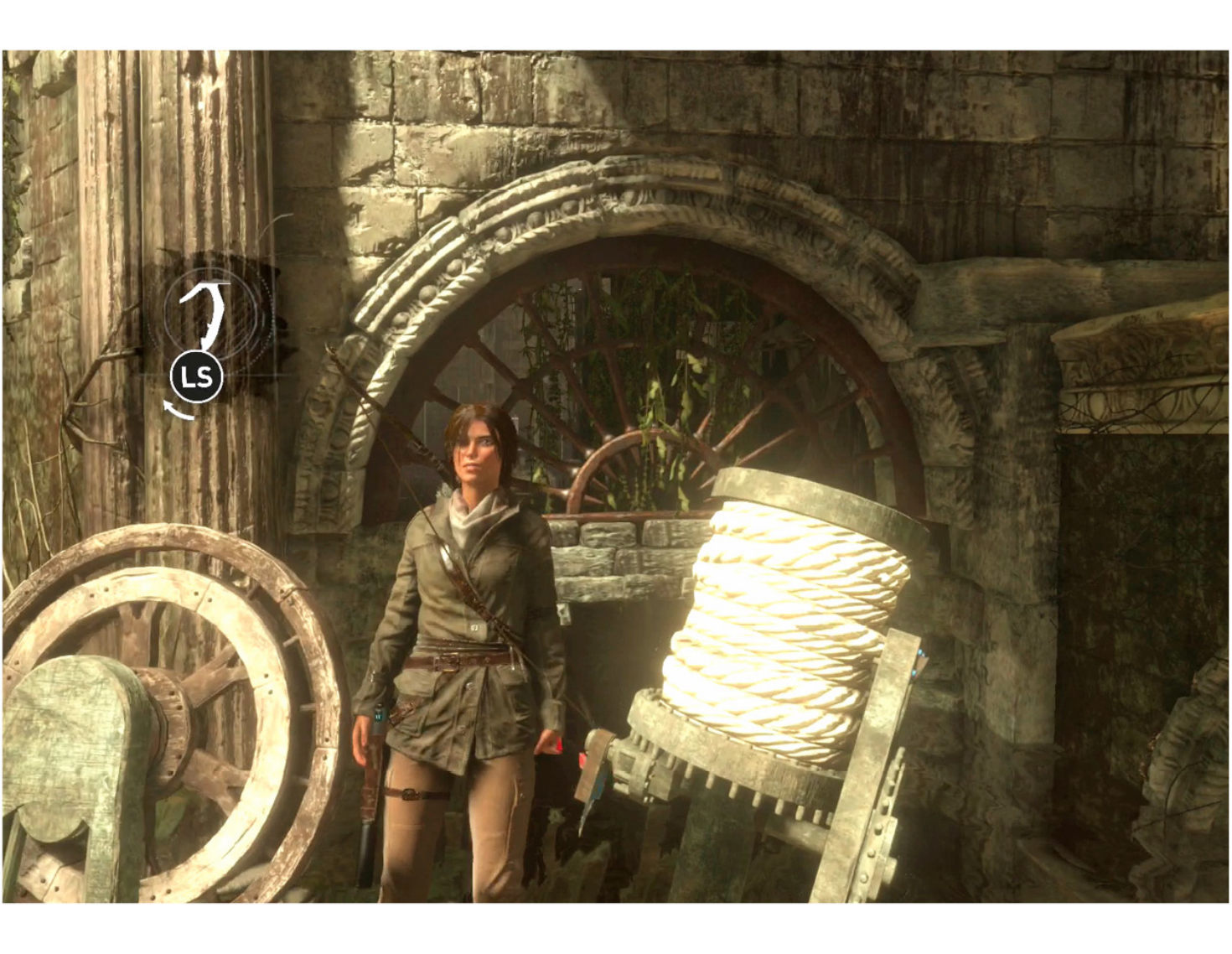


Pull your Boat between the three Posts and then take it toward the left side of the room (from where you entered). This one doesn't have a ledge, and you need the boat there to jump onto an opening above. You can see the opening from the picture here.



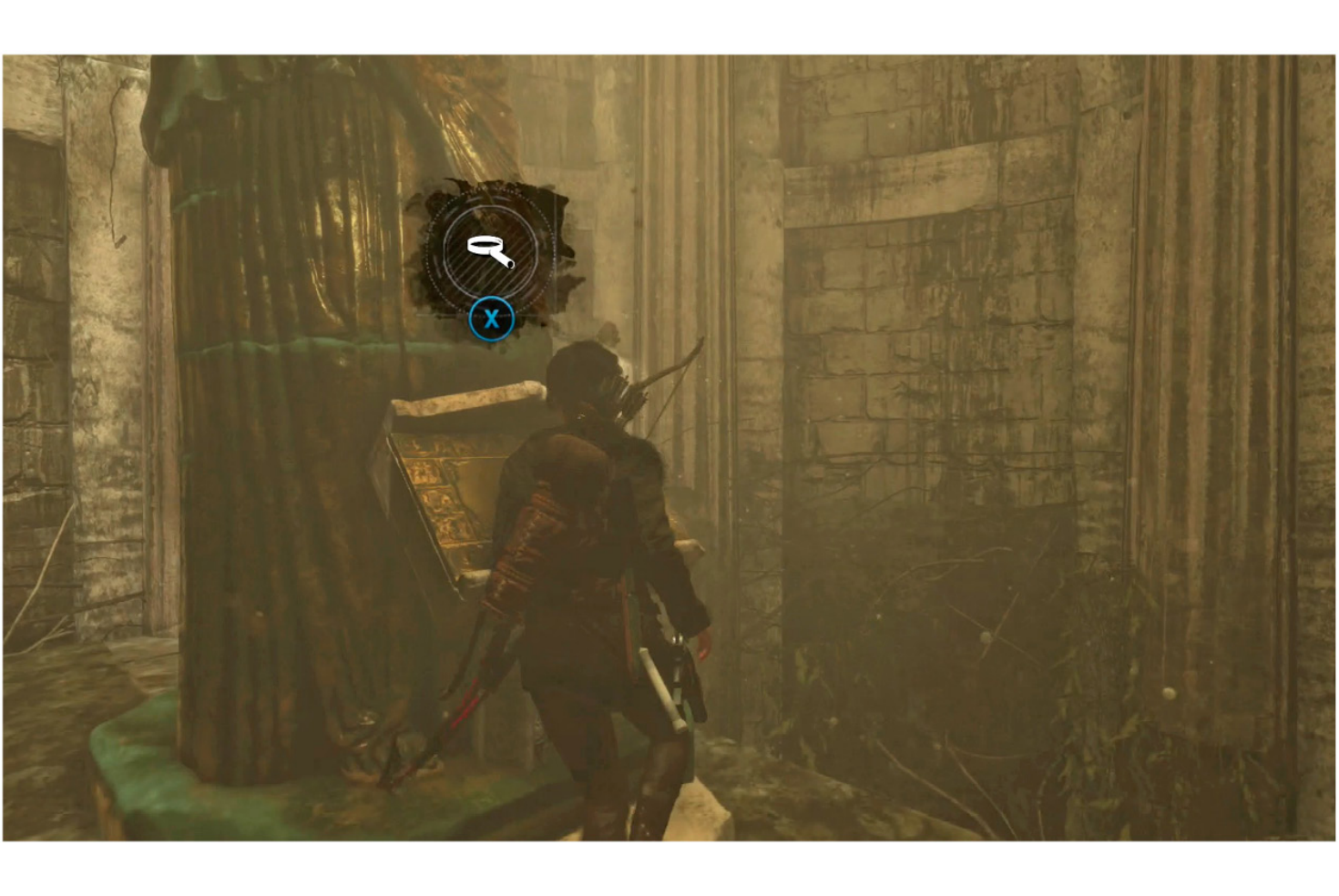
Climb into that room and lower the water level using the mechanism on the far side. Interact with it and pull the device away from the wall. This only lowers the water temporarily, so you need to find a way to do this more effectively.

That's easy. Connect the mechanism with a Rope Post on the other side of the room. Move over to the Post, turn a crank there, and watch the water levels fall away. This place is easy!



Move through the lower opening and go into the other side chamber in this area. The puzzle is similar here, though the parts are not as obvious. There is a mechanism to lower the water, but using it only brings things down for a minute. You don't have any cranks in here, nor are there any Rope Posts to use for leverage. That's a bit trickier, isn't it?

Go back to the main room and maneuver your boat until it's in front of a sunken window in front of that side room. We'll give you a shot of the correct position.



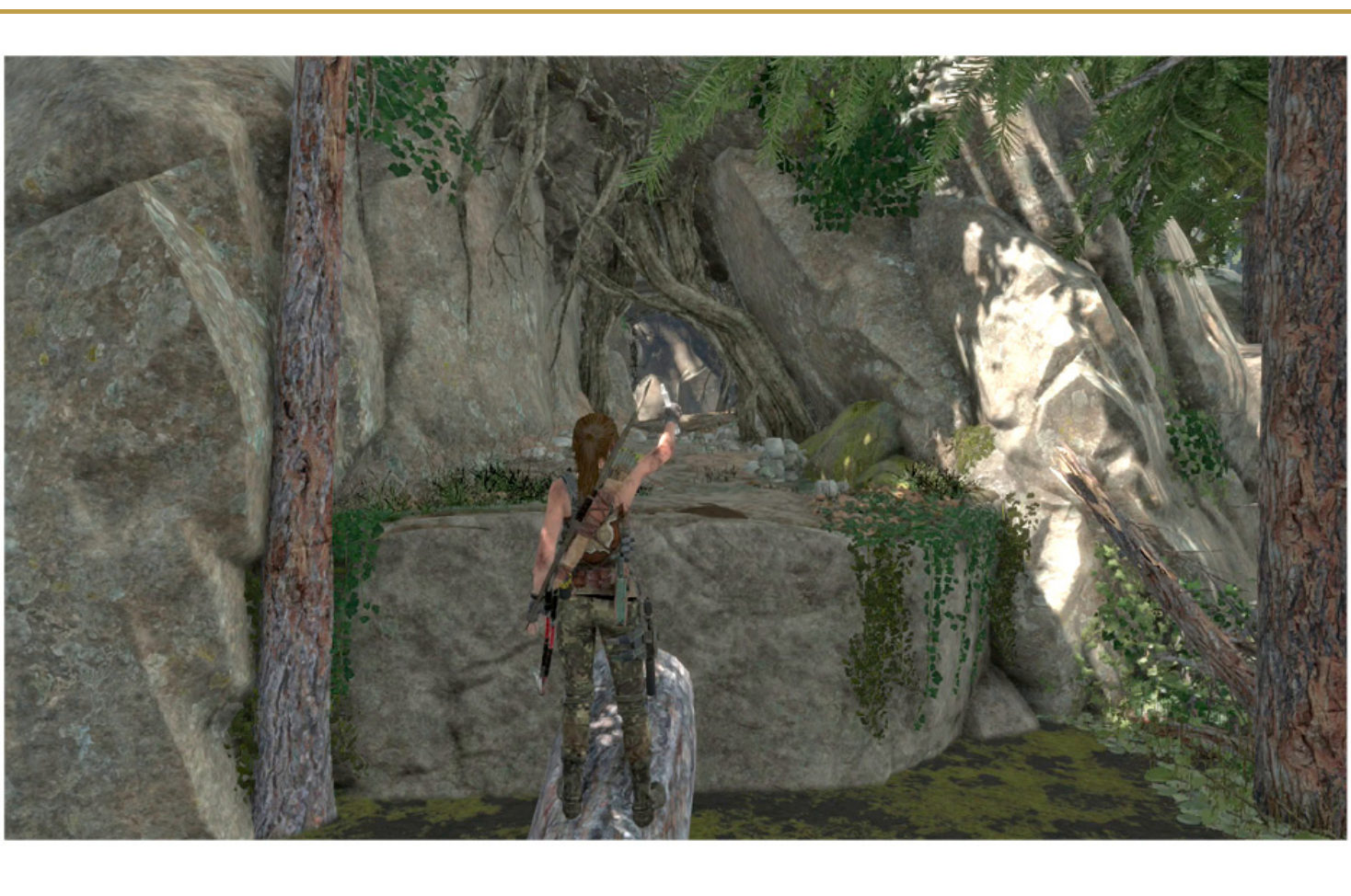
Go back into the side chamber, lower the water manually with that mechanism, and connect the Rope Post with your boat while the water level is lower. You can't shoot through the window when the level is high because the window blocks your shot, but there is more than enough room while the water is filling back up.

Get back to the boat and try to crank it. Even the pressure of the water returning gets the job done, so you're in good shape whatever happens now. The mechanism gets pulled open, and the water levels fall once and for all.

Go into the Codex room, loot a few Coins from the floor, and read the Codex itself. This grants you Iron Grip, an ability that lets you climb faster.

Leave the Tomb using a new exit that has been uncovered in the main room. It takes you to a Document, and then to a wall that you should break open with your Bow and Rope. You bump back into the Base Camp on the other side and can Fast Travel wherever you want.

CATACOMB OF SACRED WATERS



Start at the Aqueduct Ruins camp of Geothermal Valley and look for a large cavern entrance along the eastern wall of the area. Jump from a fallen log to get over to the entrance, and proceed unto the tunnels.

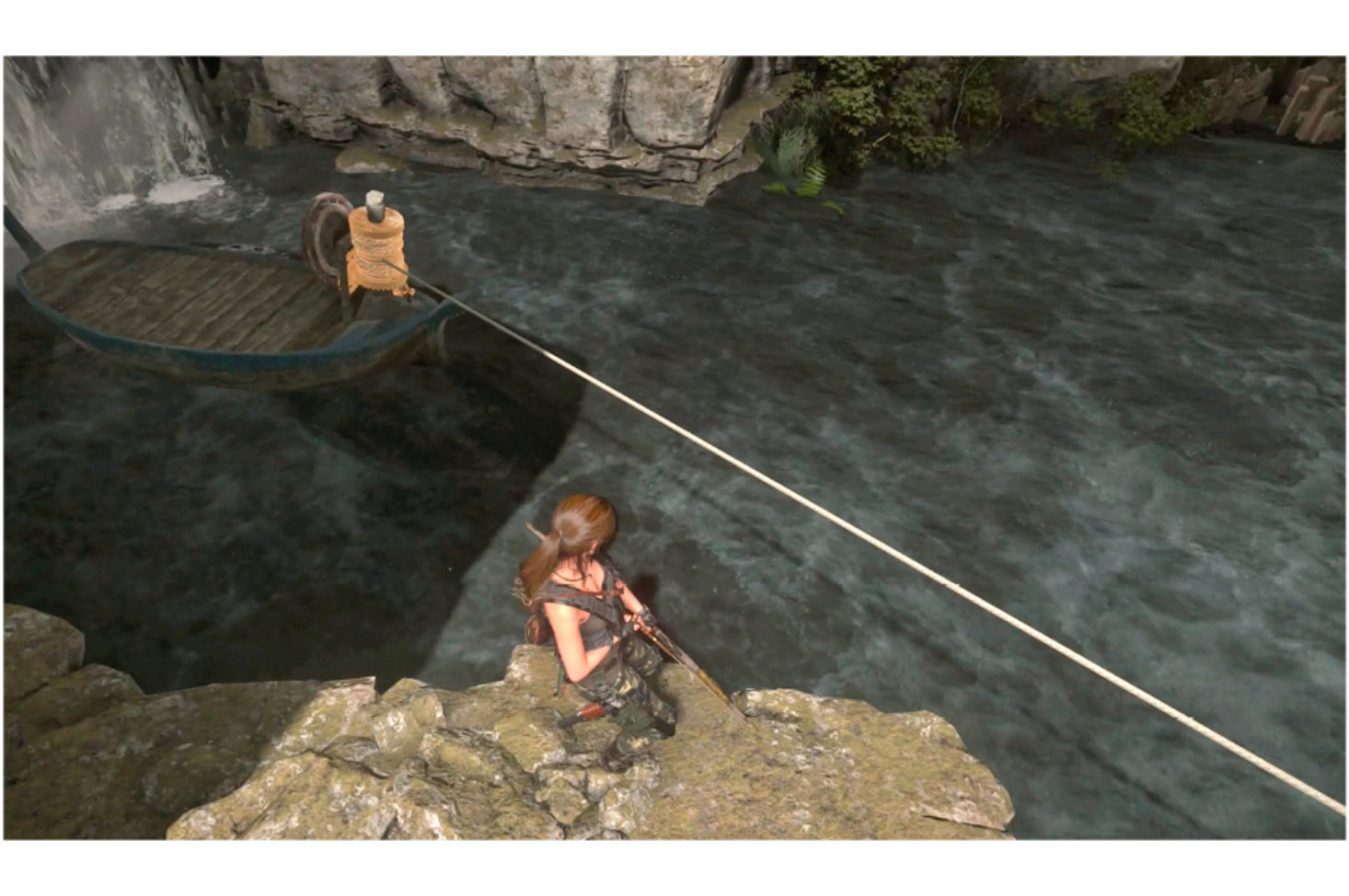
You don't find anything for a very long time. Pass through quite a few empty rooms until you reach a burial chamber much farther in. Look for a Relic in there.

Then, climb onto the ledge at the back-right side of the room, and press on to find the Aquifer Cavern Base Camp. You're now next to a fast-flowing river that kills Lara if she jumps into the water. Look on the right side of the riverbank for a Document.

To cross the river, Rope the boat that is close by and tether it to the Post along the water's edge. The boat floats over and Lara can jump into it without much trouble.

Rope onto the Post that's on the central island, and jump onto the land as soon as you get close enough to make it. Take too long and the Rope snaps, sending your boat over the edge of a waterfall. While you're floating over, use the crank on the boat to reel in the Rope, making the process both faster and safer.

Disembark on the central island to collect two sets of Coins and a Document.



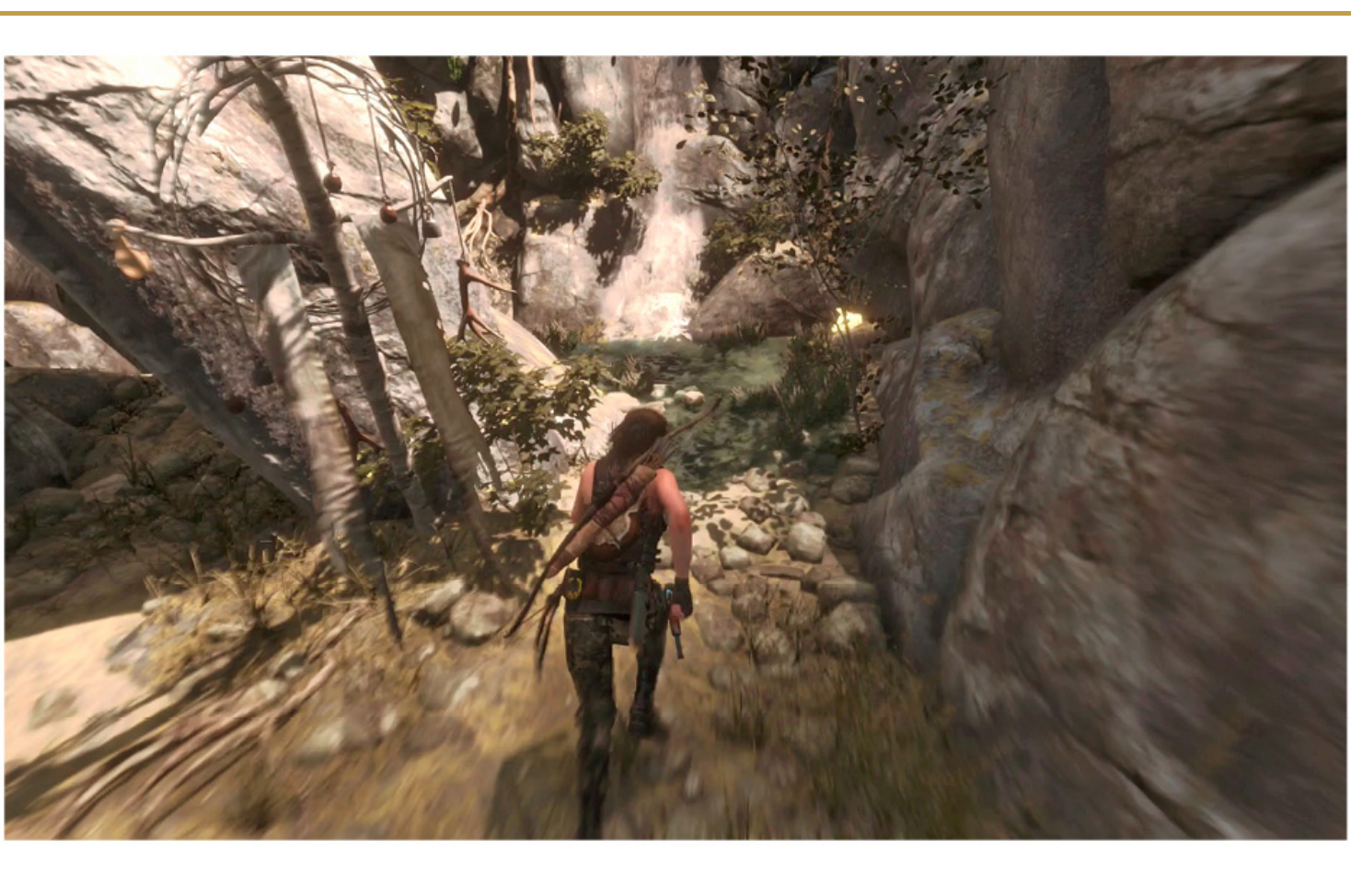
Repeat the Post roping on a new boat that is deployed from the back of the cavern. Jump onto that before it gets close to the Post on the middle island. That gives you more time to tether it to the Post on the other side of the river. Do this and crank it in to reach the next building.

Jump onto the walkway over there and look for an Archivist's Map, a Relic farther on, and the Codex for this Tomb.

You learn Anatomical Knowledge from this Codex. You can then hunt animals with even greater efficiency. While looking at them with Survival Instincts you can see their hearts. Hold down the left trigger while aiming to prepare a lethal shot against any small- or medium-sized creature.

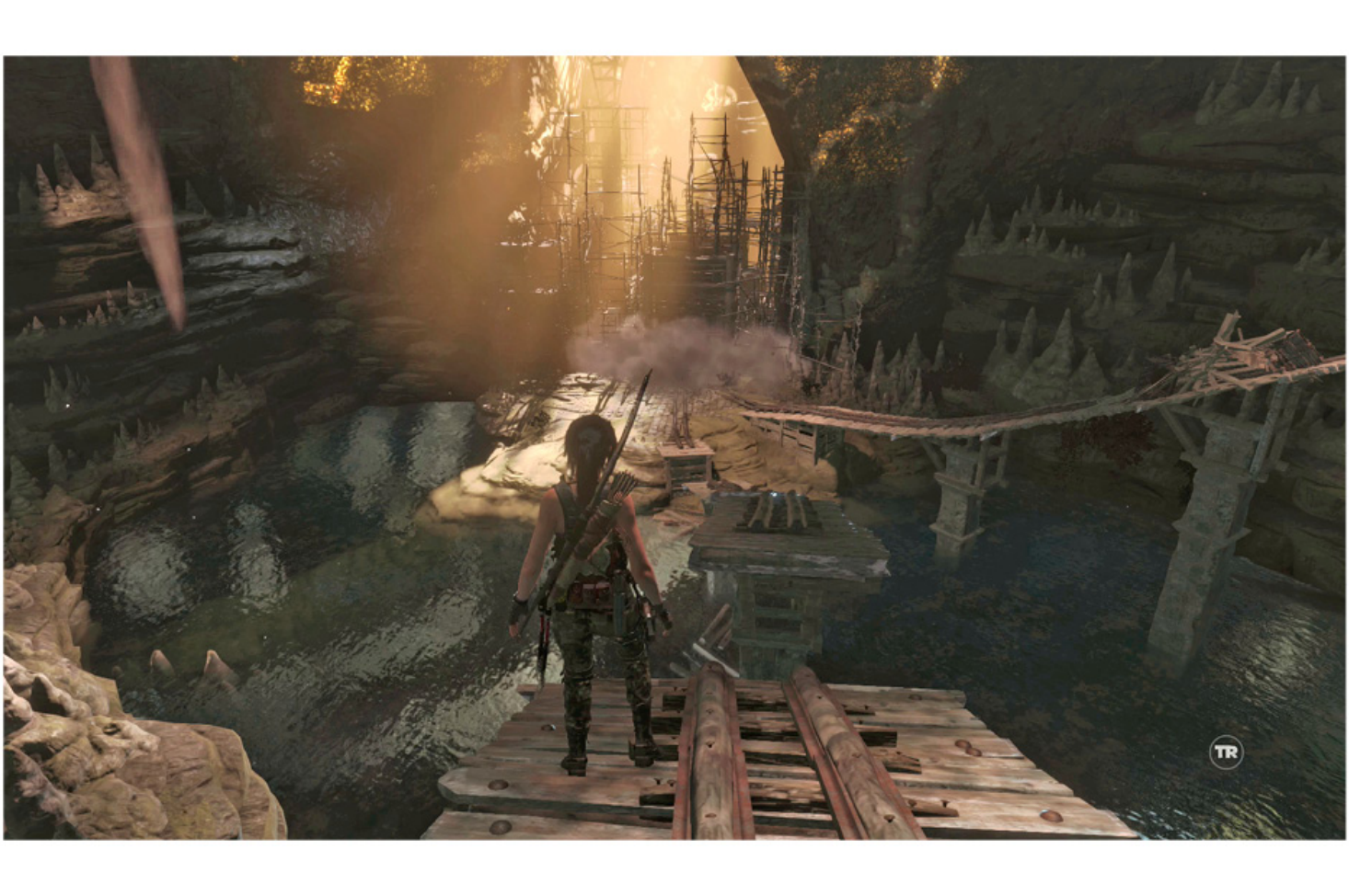
Break through a weakened wall at the base of the room to escape. You don't want to navigate that nasty river again!

THE PIT OF JUDGMENT



Near the middle of the Geothermal Valley, there is yet one more Tomb to explore. The only one after this point is near the very end of the game! To get to it, start from Valley Farmstead, go down the series of cliffs to the east, and search for a waterfall. Find the path leading underneath it, and walk into a tunnel that drives underneath the mountain.

You soon discover the Hidden Ravine Base Camp. An Explorer Satchel isn't much farther along. Make sure to look for that as you go. That makes it much easier to find a couple of the better-hidden secrets of this Tomb.



Proceed into the cavern complex, past a jump and climbing area. Get to the other side and then search on the ground for your first Survival Cache.

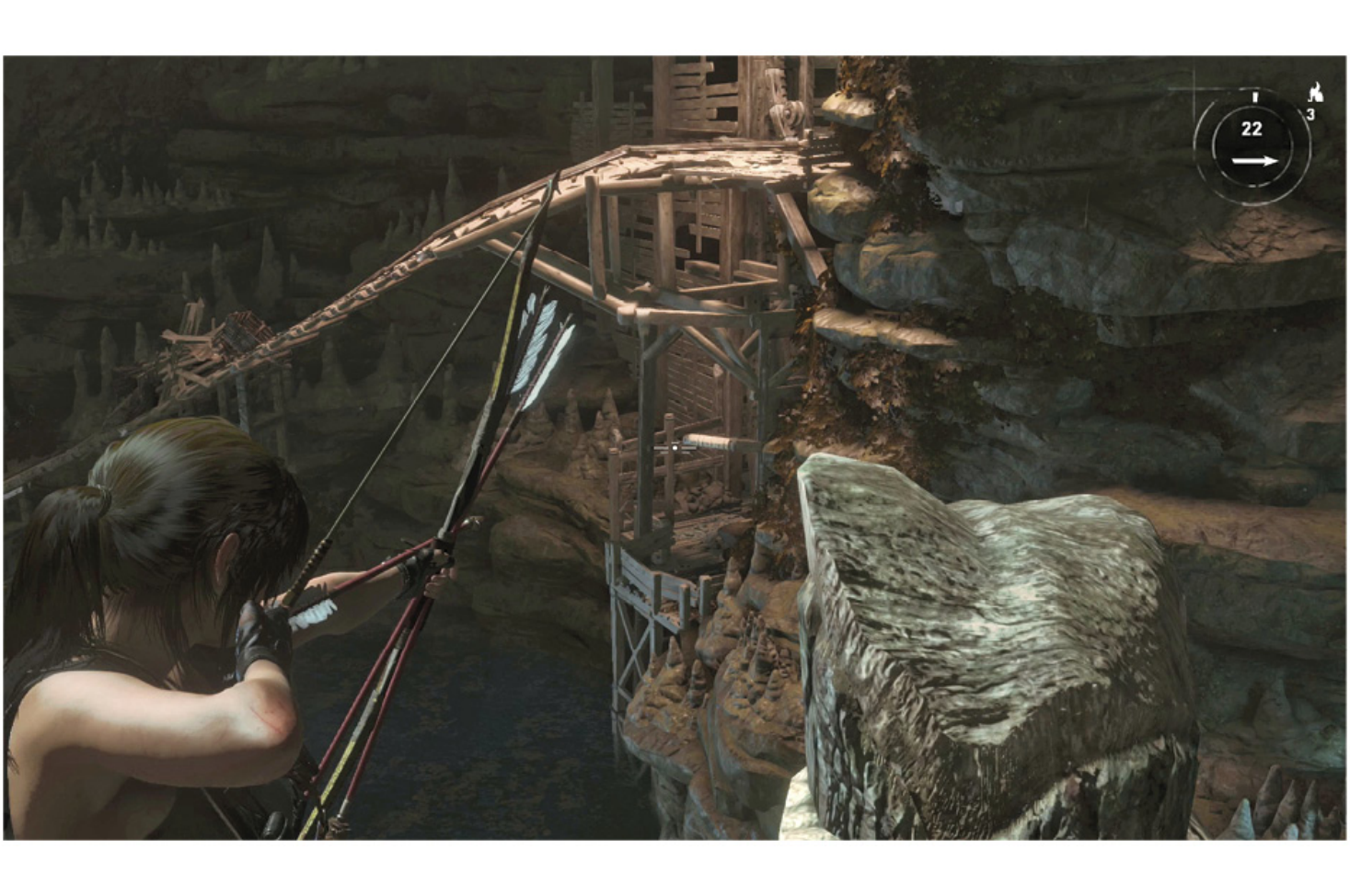
The path takes you from there farther down. You take a bit of a tumble, but Lara ends up where she wants to go. The bulk of the treasure in the Hidden Ravine is here, in this old mine.

Drop into the water and swim to the other side of the cavern. Get a Survival Cache from the left side of a major barricade. You need something heavy to break through the blockage, and even explosives won't work.

Instead, turn around and take the tracks up to a higher ledge. Though there are two sets of tracks, on the ones on your right (as you turn to face them) are clear. Climb those.

At the top you can take a Relic. Nearby is a Document, and there is also a small corridor to the right that has an Archivist's Map as well.

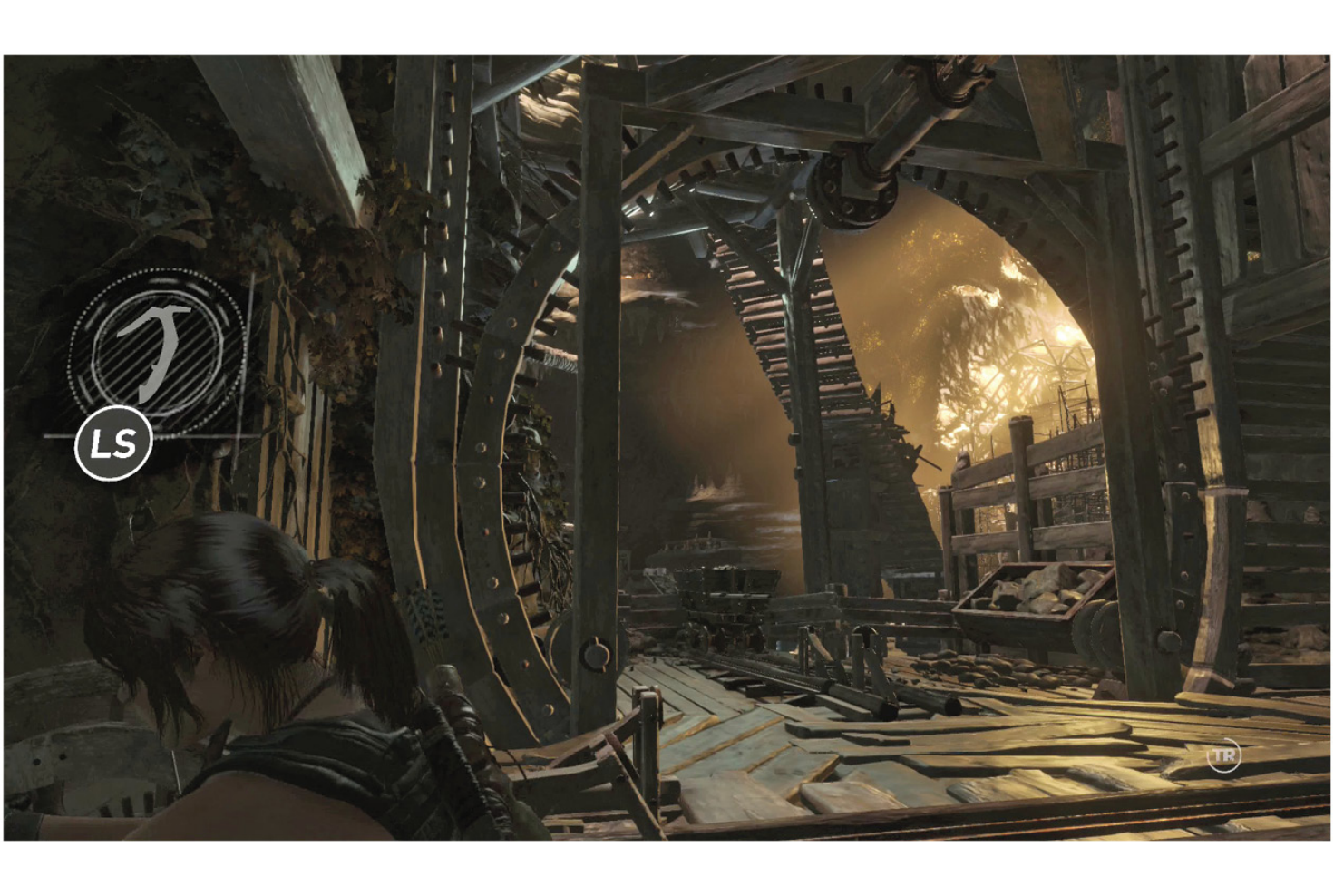
Return to the area at the top of the tracks. Look at the minecart. That would damage or destroy the barricade below if you could get it moving! Use the crank on the side to turn the platform underneath the minecart 180 degrees. This unlocks the platform gates. Pull the minecart away from the platform, and then push it the remainder of the way until it coasts down the ramp.



It's a solid hit, but you don't destroy the barricade entirely. Go to the edge of the area where you're standing and form a zip line to the section underneath the other ramp.

Slide down the line and loot a Relic on the bottom floor. Look for a shadowy hallway above you, and jump up there to reach the upper floor. A Survival Cache is buried upstairs.

The last puzzle here is hard to explain but easier to pull off. There are two cranks. One of them rotates the platform and changes between the two floors. The other crank only rotates the platform.



Use the elevation crank to get the platform down to the first level. That's where the minecart is resting, and you need to have that up higher. When the platform is on the bottom, use the rotational crank to turn the platform until its gate opens. Pull the minecart into position and then let it go.

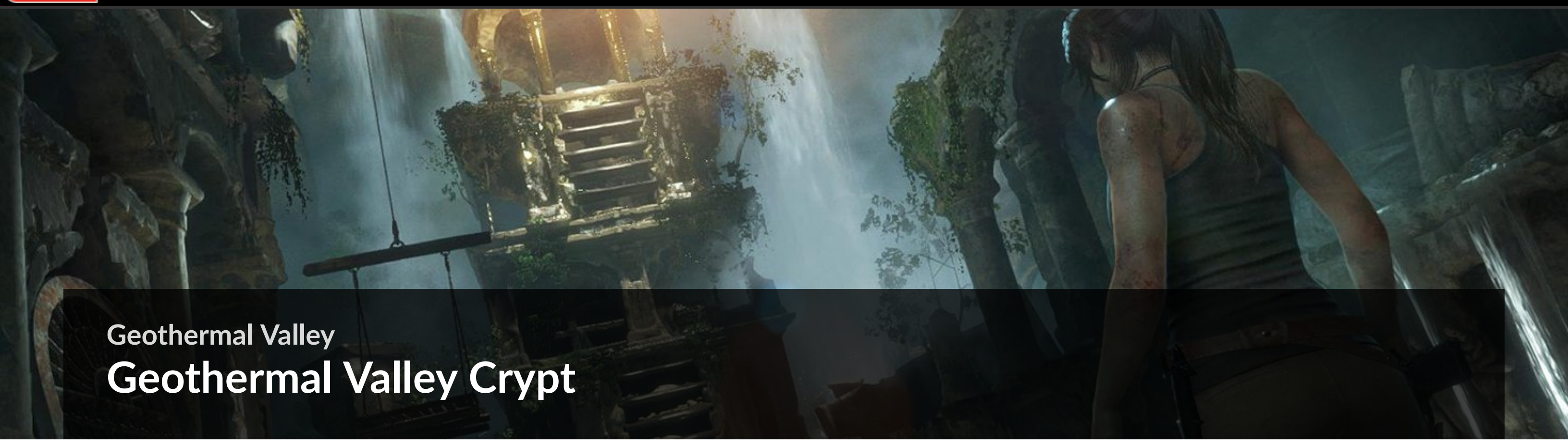
Now, turn the rotational crank back one step. This sets up the platform to lock right now, but it'll rotate into place when you use the elevation crank to go back to the top of the ramp.

If you turn the rotational crank in the wrong direction, this won't work. Go back to the first floor if that happens and turn the crank twice in the opposite direction (once to reset the platform's position and the other to get it into the correct orientation).

When all is done, pull the cart onto the tracks and then push it over the edge. The minecart flies down the ramp and destroys the barricade.

Follow the cart and loot the last room. It has a Document on the right, after you get through the double obstacle. It also has a Codex with the Geologist skill.

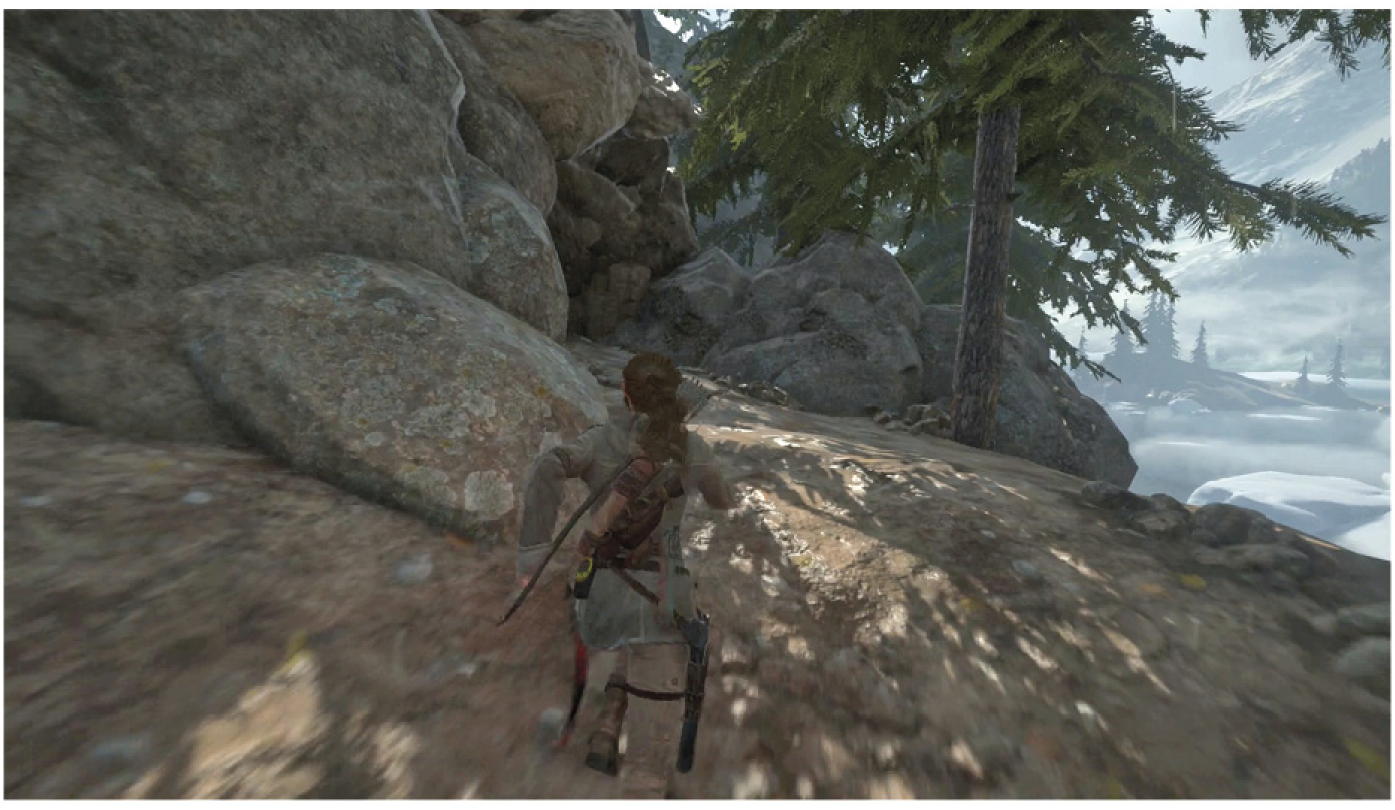
Return to the Base Camp and get out of this place before it falls down around you. The cavern looks like it won't last another day.



Geothermal Valley

Geothermal Valley Crypt

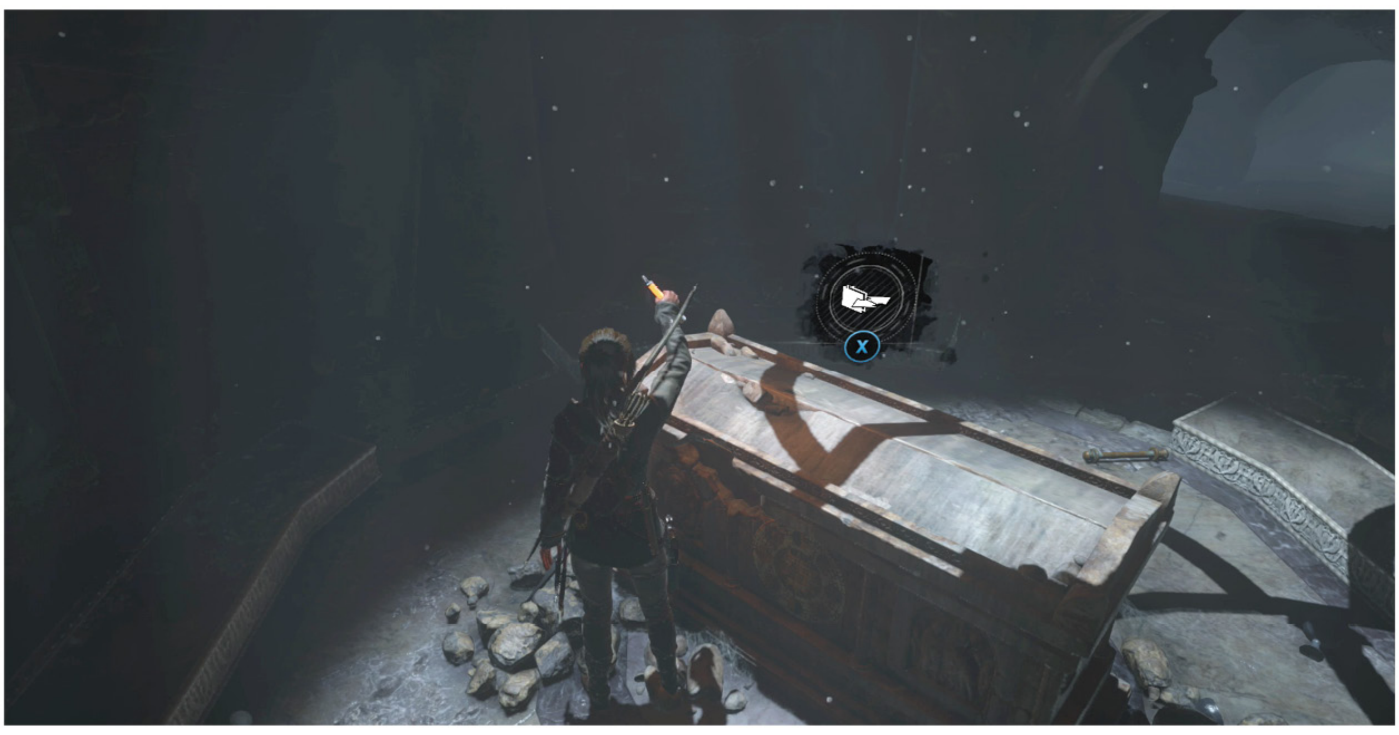
THE PHYSICIAN'S CRYPT



Before leaving camp to go after this Crypt, make as many Hollow Point Bullets as you can. You can replenish your supplies of Magnisite quite easily in the areas coming up.

The entrance to this Crypt is inside a cave. Walk southeast from the Ruins Encampment, and jump over the walls so that you can explore the cliffs. The cave entrance is around an outcropping, so you don't see it until you're very close.

Go inside and break through a damaged wall. Descend carefully because you don't have much light to go by. You reach a ledge that looks out over a major falls. Go over the edge and drop to the platform below Lara (do not jump out over the gap).

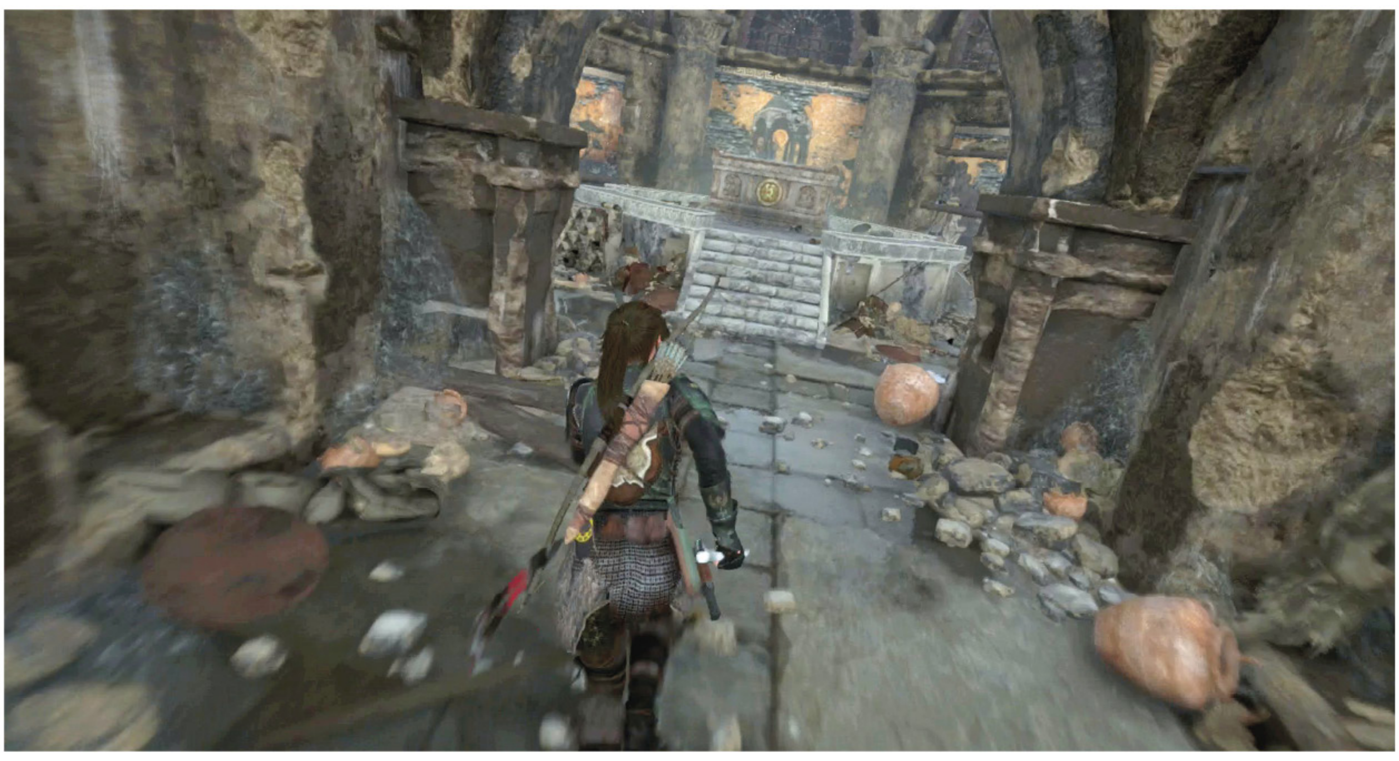


Use a zip line to go even farther down, and watch the ground as you advance. There is a Document on the left side of the corridor.

When you reach the bottom, swim down a tiny channel to your left. Open the Sarcophagus in the room beyond to retrieve a Broken Bow part.

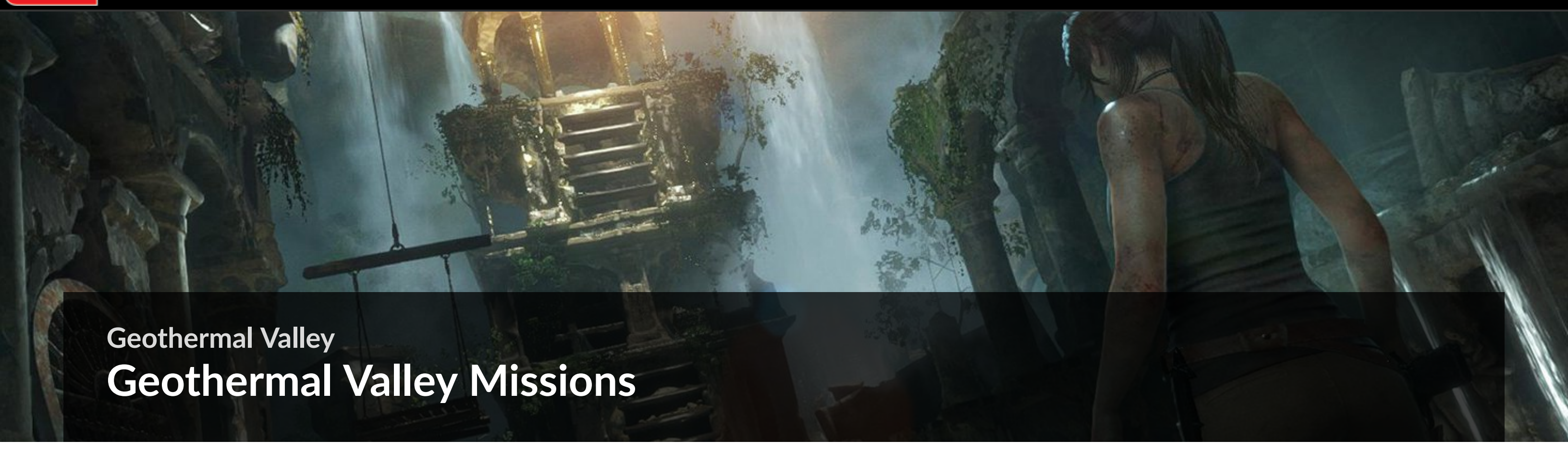
Climb back out of the Crypt with your prize. On your way out, search the western side of the Crypt for a Mural. It's up one level from the Sarcophagus.

THE ARCHITECT'S CRYPT

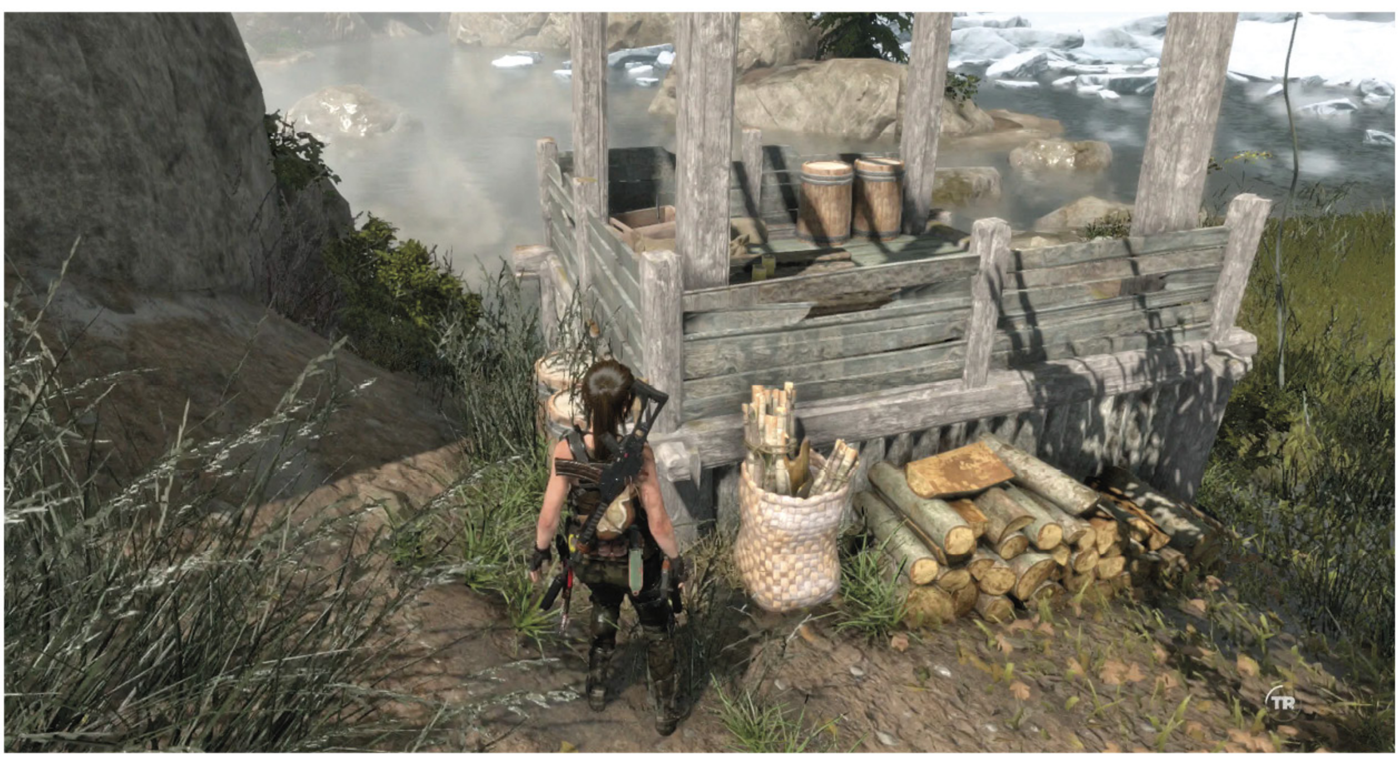


Start at Ridgeline Base Camp and hop cautiously down the ledges of the cliff and waterfall. Use Survival Instincts to spot the ledges that are viable before you start your drop, and reload the checkpoint if you miss and fall into the water all the way down.

When you get onto the ledges, look for an Explorer's Satchel and then hop underneath the falls. A Crypt entrance is there, inside a tunnel. Climb down into the depths and search the Crypt for a Mural, a Document, an Archivist's Map, and a Sarcophagus. There aren't any puzzles or enemies down there, so you're safe to explore.



DEFENSIVE STRATEGY

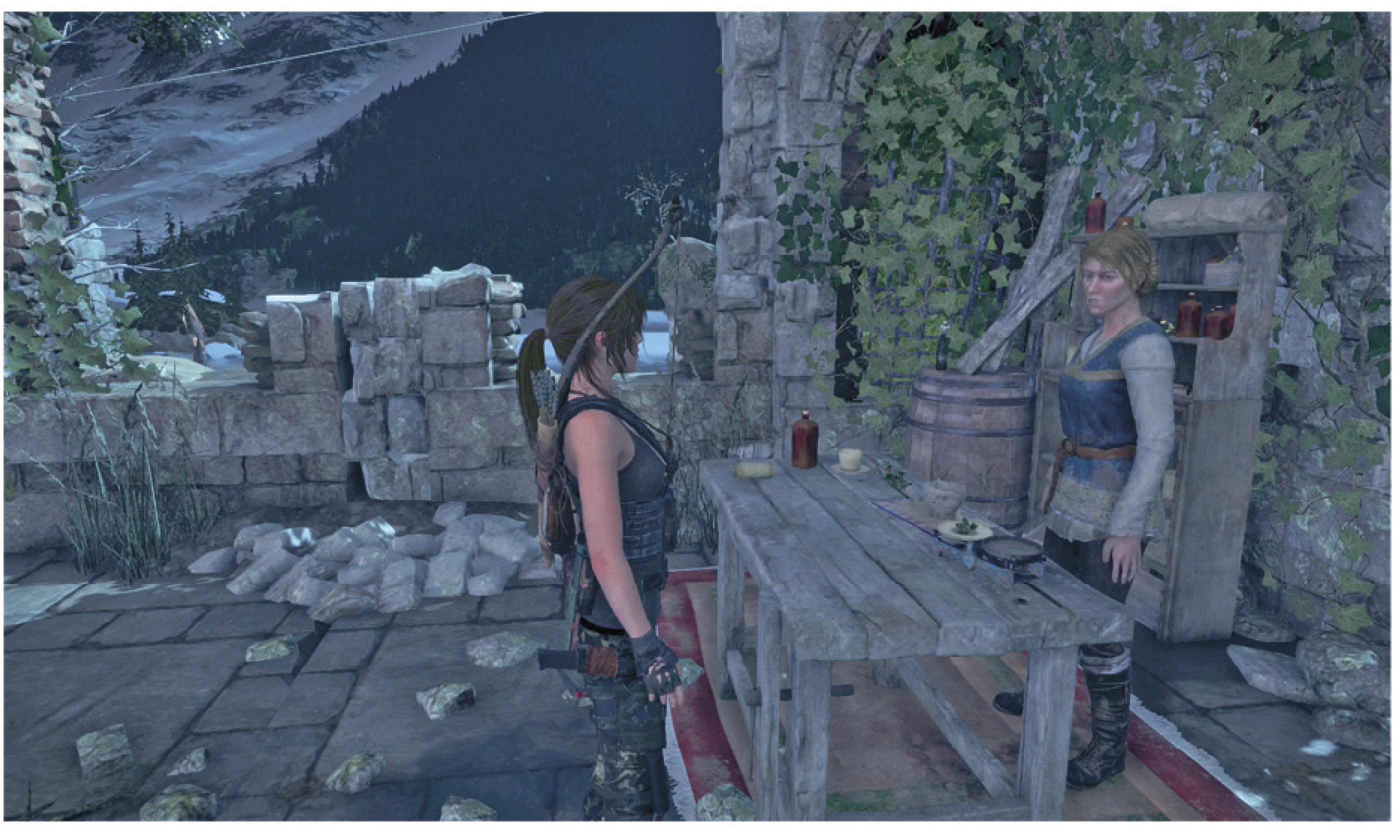


Start this mission by talking to a man near the Valley Farmstead Base Camp. He's up on a higher platform overseeing some repairs. To help him get four Hardwood Branches and four Deer Hides. Collect these from the surrounding areas and then try to hand him the supplies. If you already have the items you can immediately deposit them into the baskets instead of needing to scavenge for them.

He'll then ask you to take the resources south, to a second tower that they're fortifying. That tower is in the wilderness, far to the west of the Ruins Encampment. Find the tower and put the items into a large bag underneath the tower.

Return to the Mission giver and get your reward: an outfit (Battle Worn).

ANCIENT SECRETS

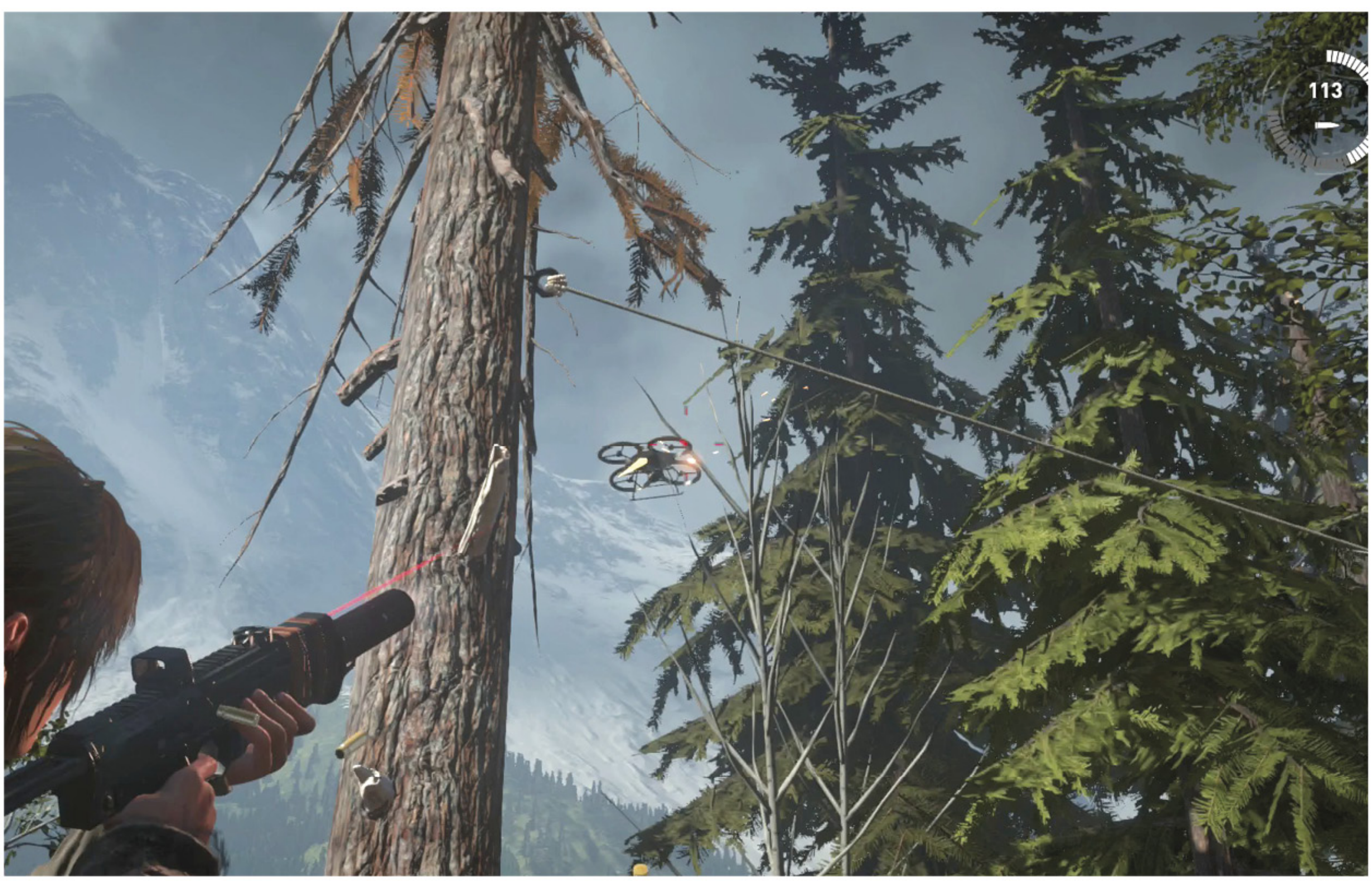


This Mission rewards you with Coins and a new outfit if you succeed. To get it, talk to the herbalist at the southern side of the map, near the signal fire. She asks you to recover knowledge from the Tombs.

The nice part of this is that you get rewarded even for Tombs that you've already finished (even in other regions). So talk to the herbalist whenever you're in the area as long as you've gotten another Tomb completed.

Once you've unlocked the secrets of every Tomb, come back to the herbalist and collect more Coins and the Sacra Umbra outfit.

SURVEILLANCE DISRUPTION



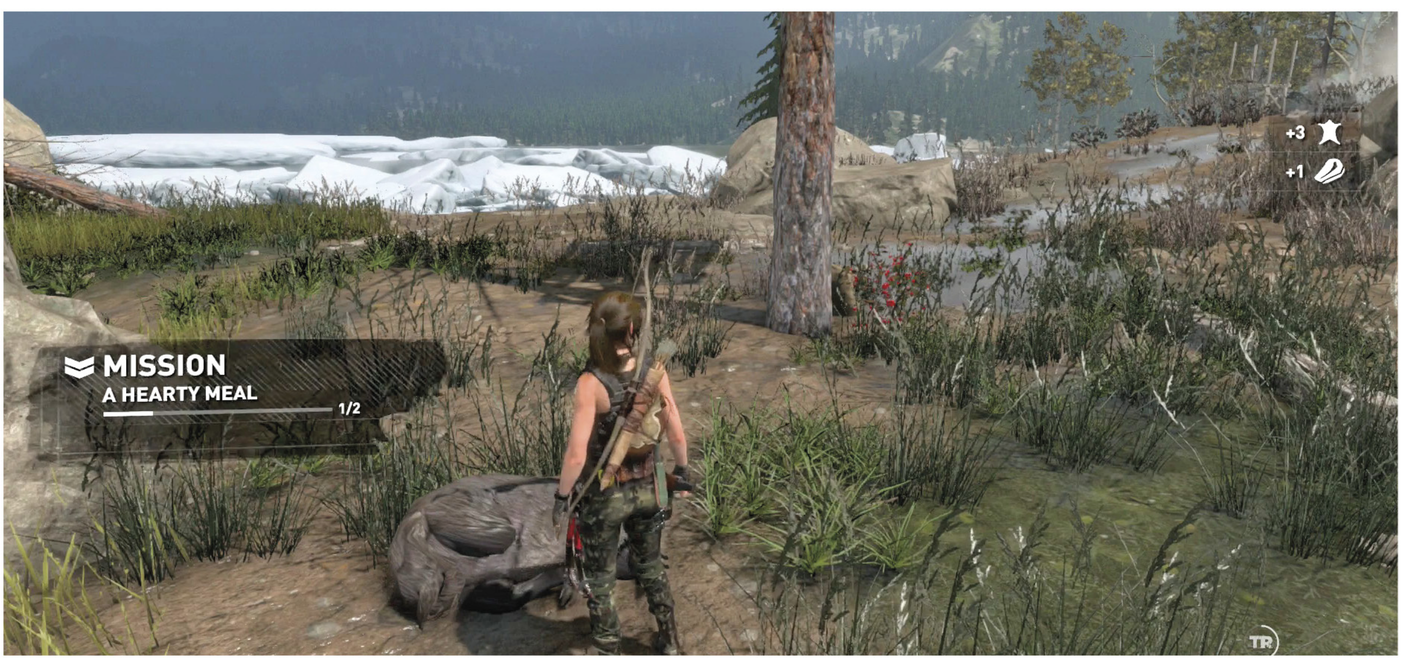
A Remnant woman has an Ancient Horn Bow that she'll trade for your help. You find her deep into the southern valley, in stag deer territory. She's far south from Valley Farmstead's Base Camp.

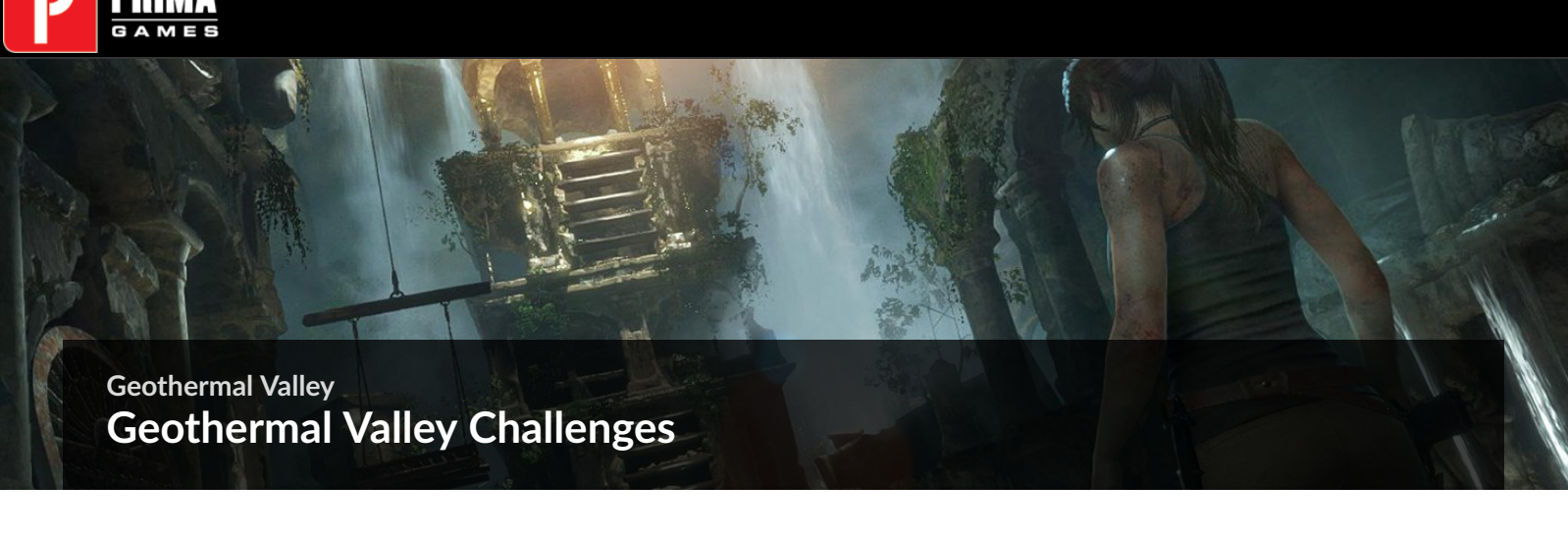
Talk to her by her large home, and agree to help take out drones. There are four of them in the valley. This Mission takes so little time that there is no reason to skip it. The drones are marked on your map, and any damage takes them out of the sky. Destroy all four and get back to the Remnant survivalist to get your reward.

A HEARTY MEAL

Talk to the woman who gave you Surveillance Disruption again later on. She gives you a second task. This time your reward is a Huntress Outfit.

Your task is to gather four Mushrooms and two pieces of Boar Meat. The Mushrooms are found in Caves all over the valley. Boars are seen close to the house here and by Ruins Encampment. Hunt your prey and return to deal the items when you're done.



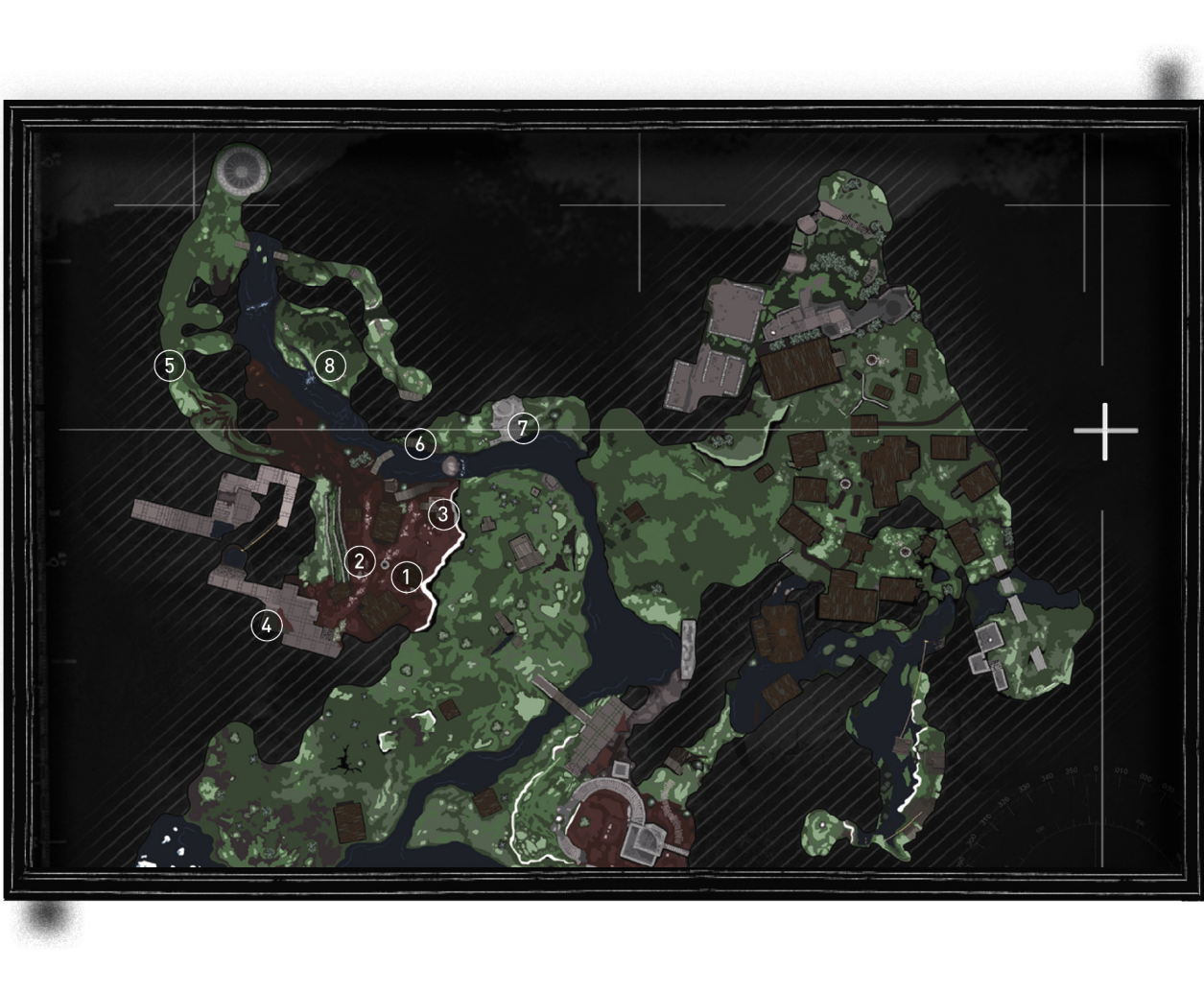


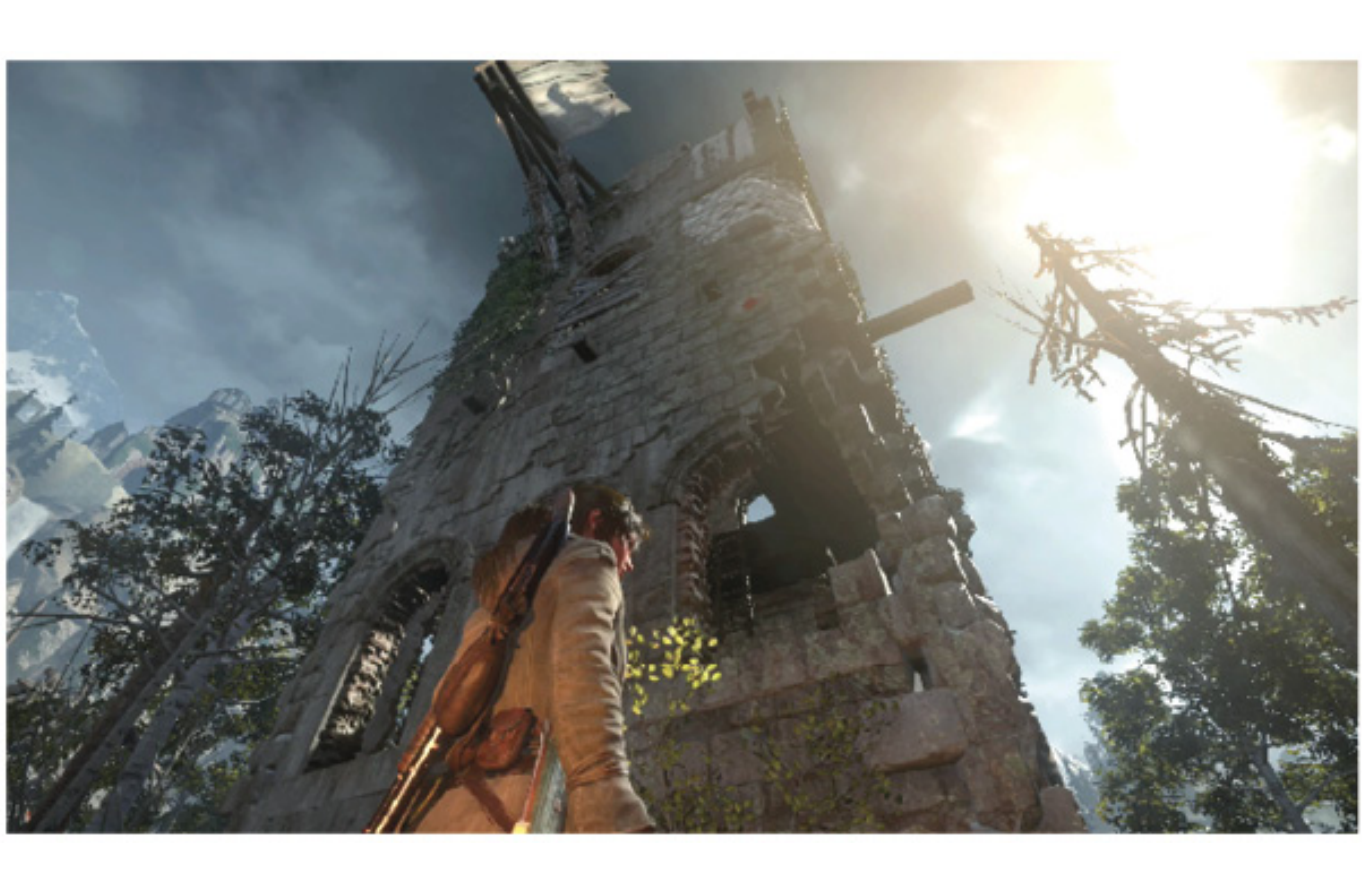
Geothermal Valley

Geothermal Valley Challenges

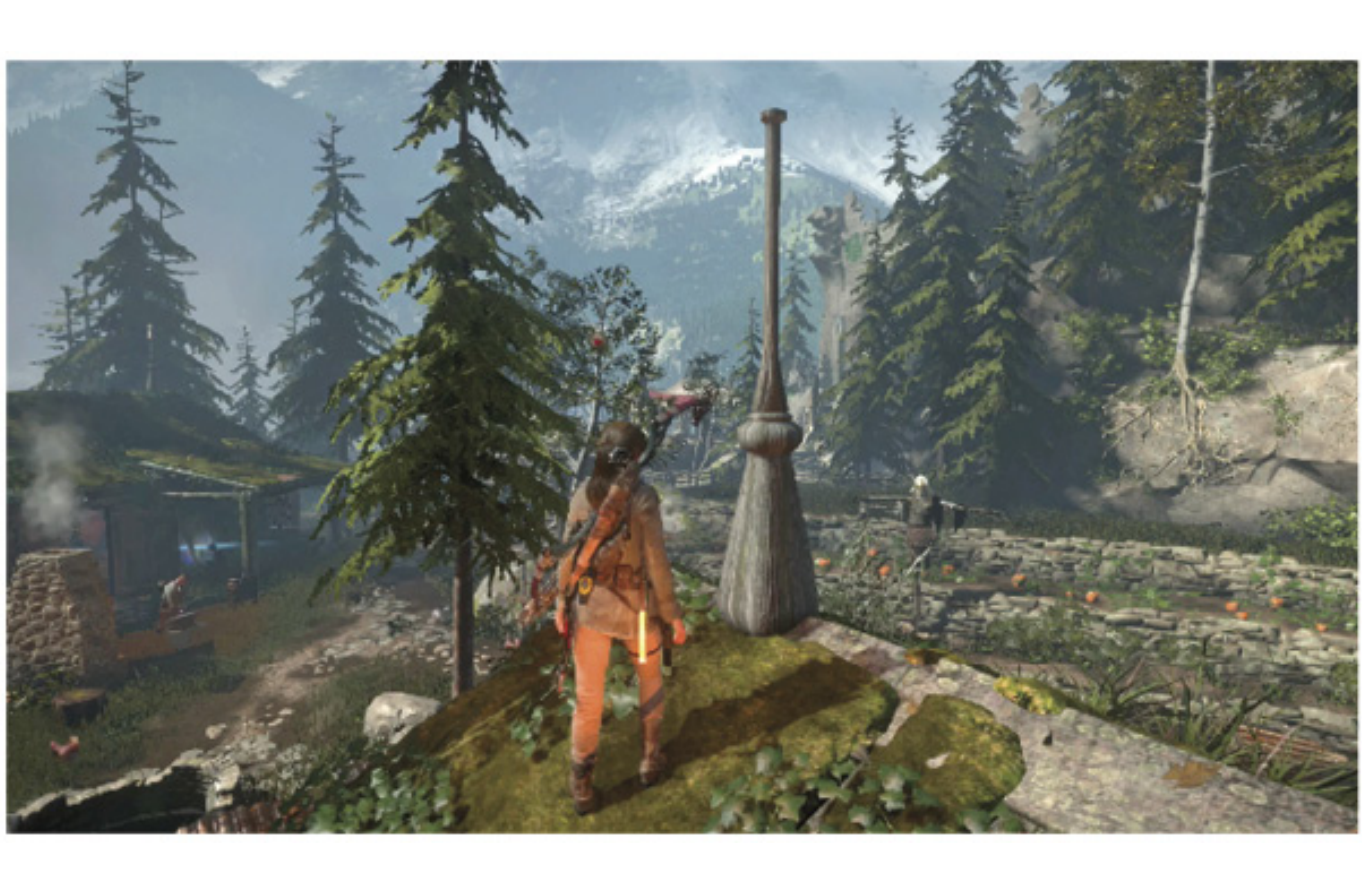
BULL'S-EYE

There are eight Bull's Eyes around the map. Shoot each of them with an arrow to get credit for this Challenge. All of them are either in Valley Farmstead or are close by, to the north. Most are up high, though we'll show you an exception by the river.

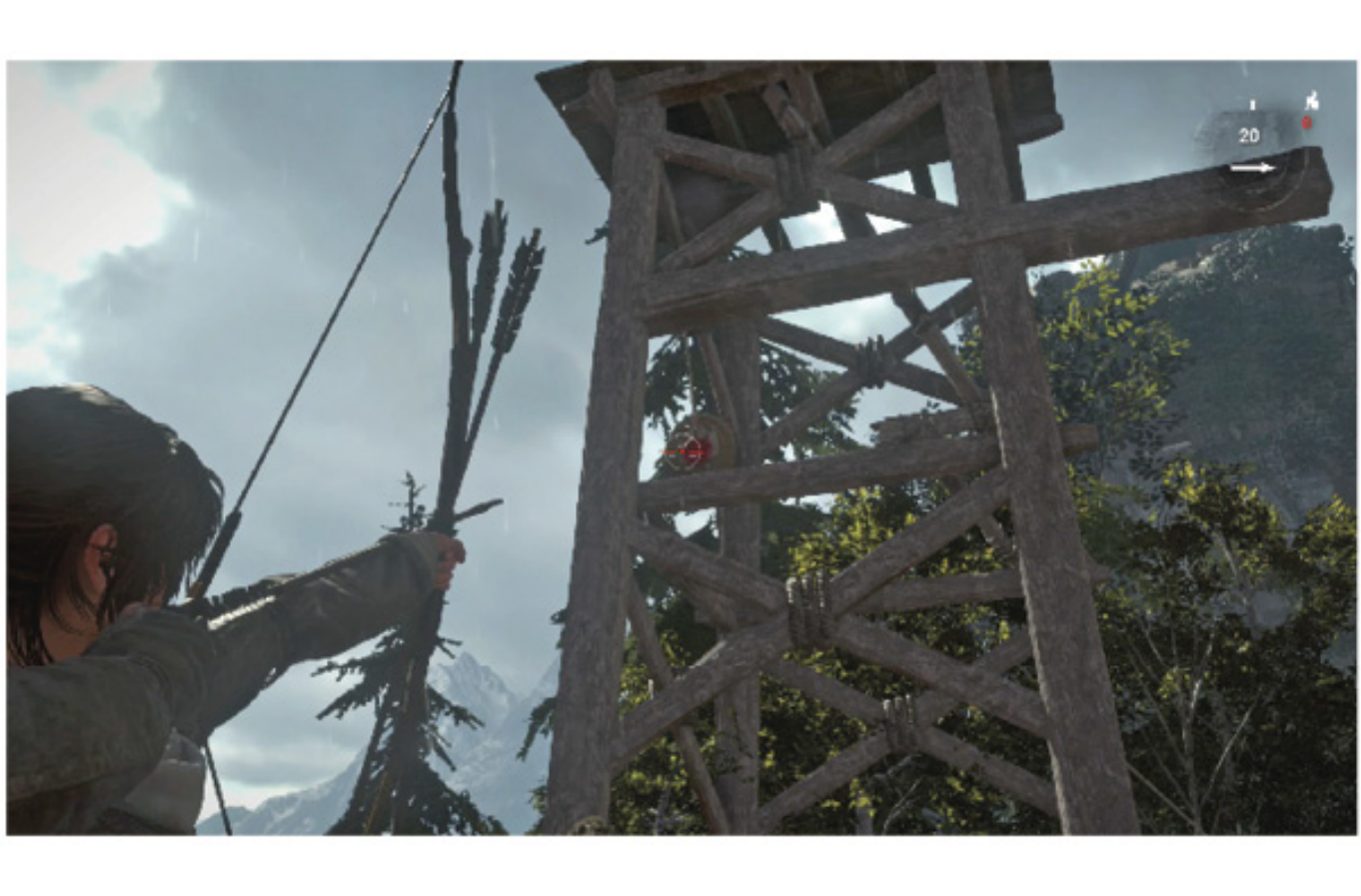




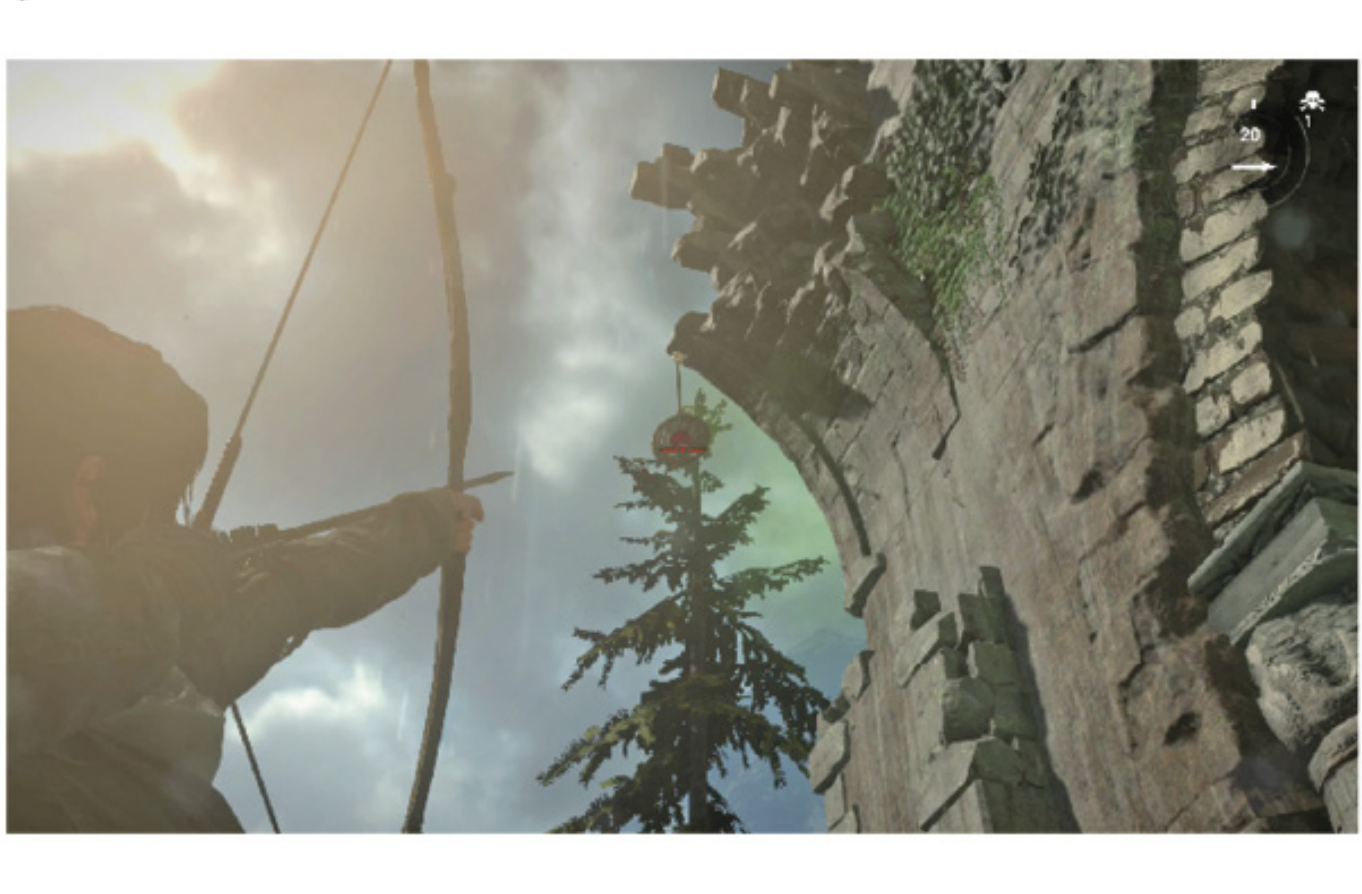
1 NE from Valley Farmstead there is a well in town. Go to the well, face east, and look up. Your first target is above Lara. Shoot it with an arrow and move on.



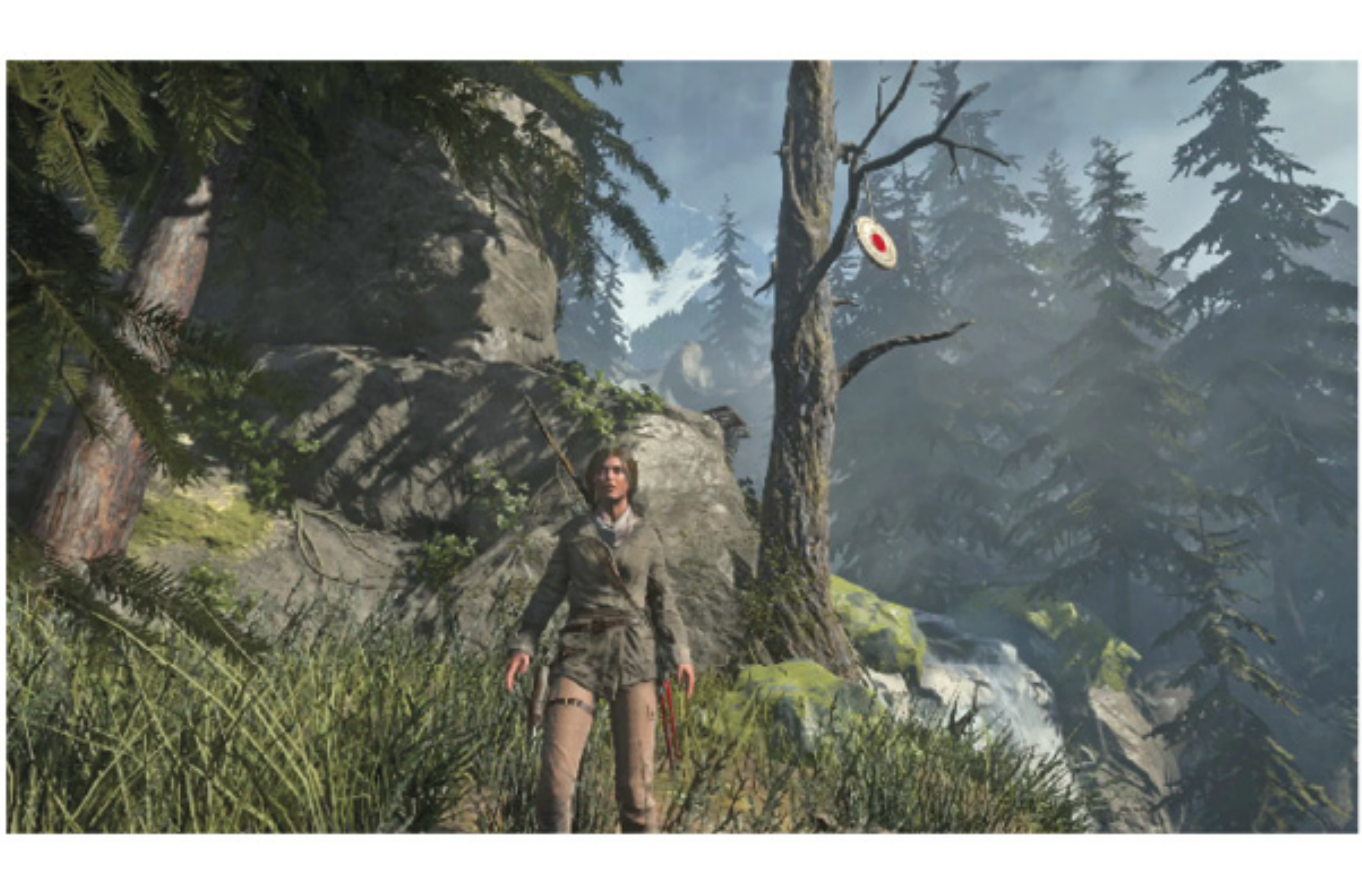
2 Get on top of the larger, northern building in town and look south. A Bull's Eye is hung up in the trees. Aim well and shoot the center of the target one your first hit. Otherwise, it starts spinning and is tricky to nail until it stops moving.



3 From the same building, look east toward a small tower. Another Bulls' Eye is hung from that.

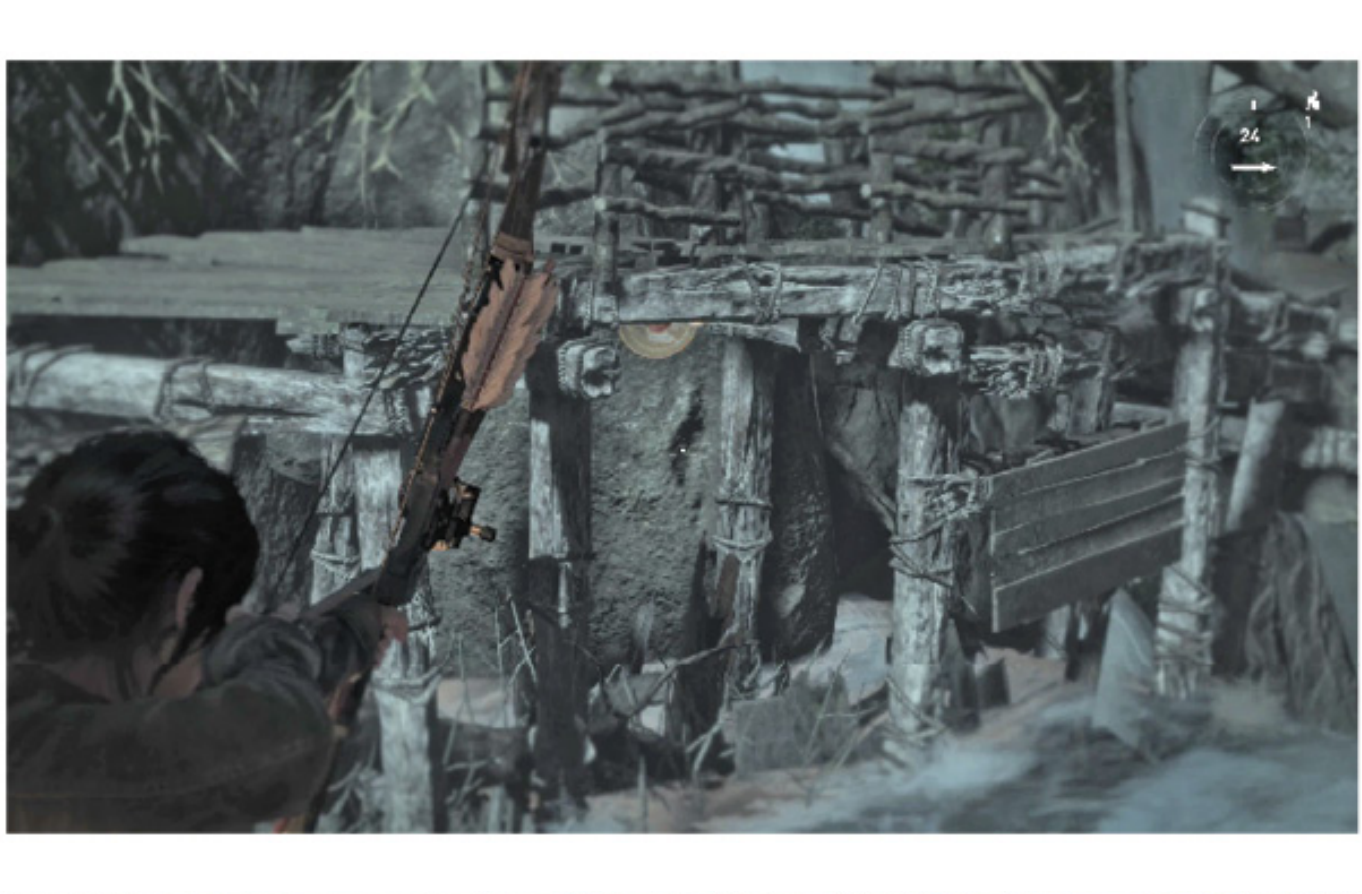


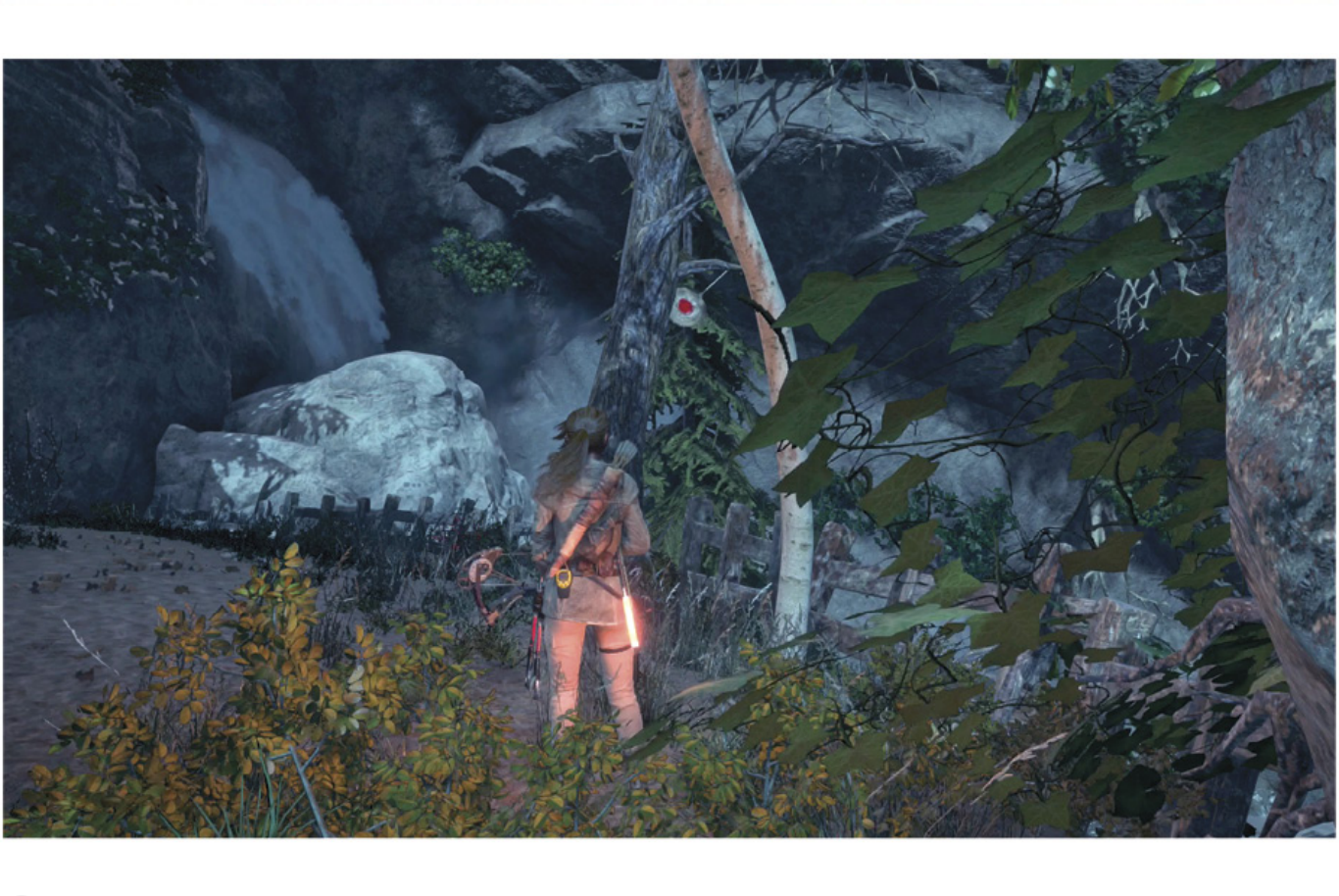
4 W of Valley Farmstead, as you approach the base camp, turn around and walk west. Look up, at the archway in front of you, and search for the target. It's suspended above you, to the left of the arch.



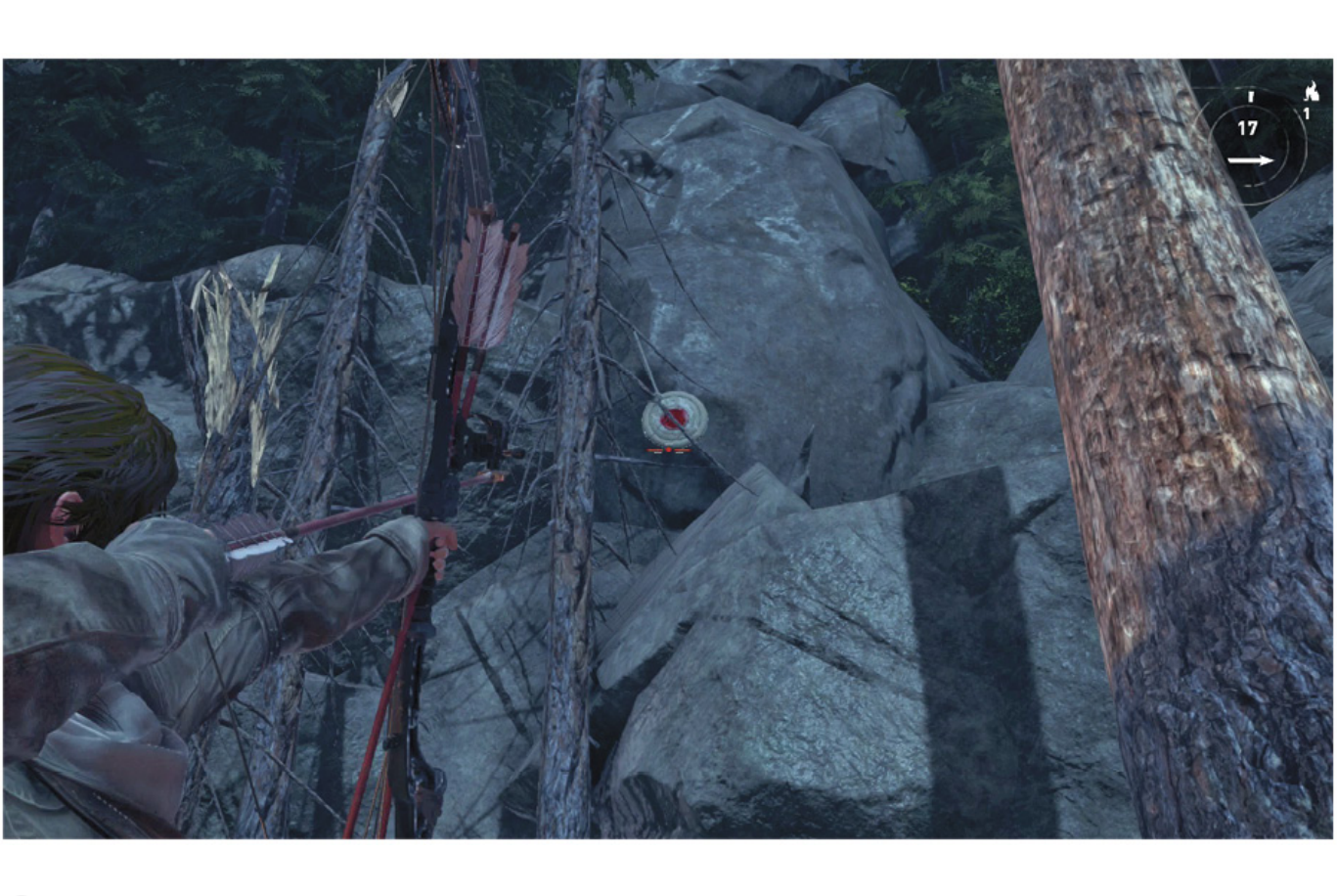
5 N of Ridgeline, start at Ridgeline base camp and take the path leading southwest, down the mountain. A side branch takes you out toward a dead tree, overlooking the valley below. This target is suspended from that tree.

6 A Bull's Eye is underneath the northern bridge that leads away from town. Stand on the western end of the bridge and look beneath the boards to spot this.





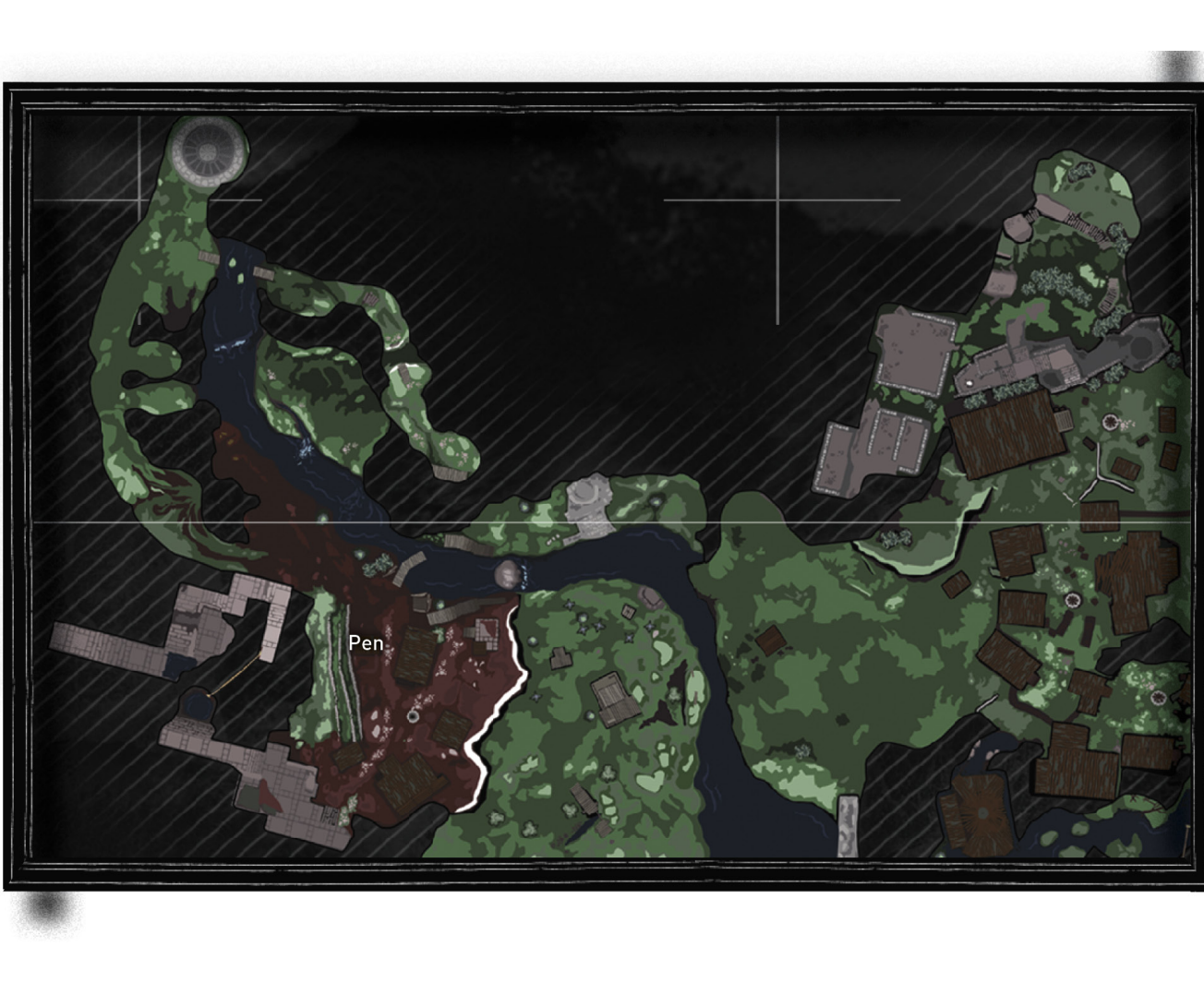
7 Leave Valley Farmstead and take the bridge on the left. Duck under an overhang at the end of the trail, and search the ledge on the other side.

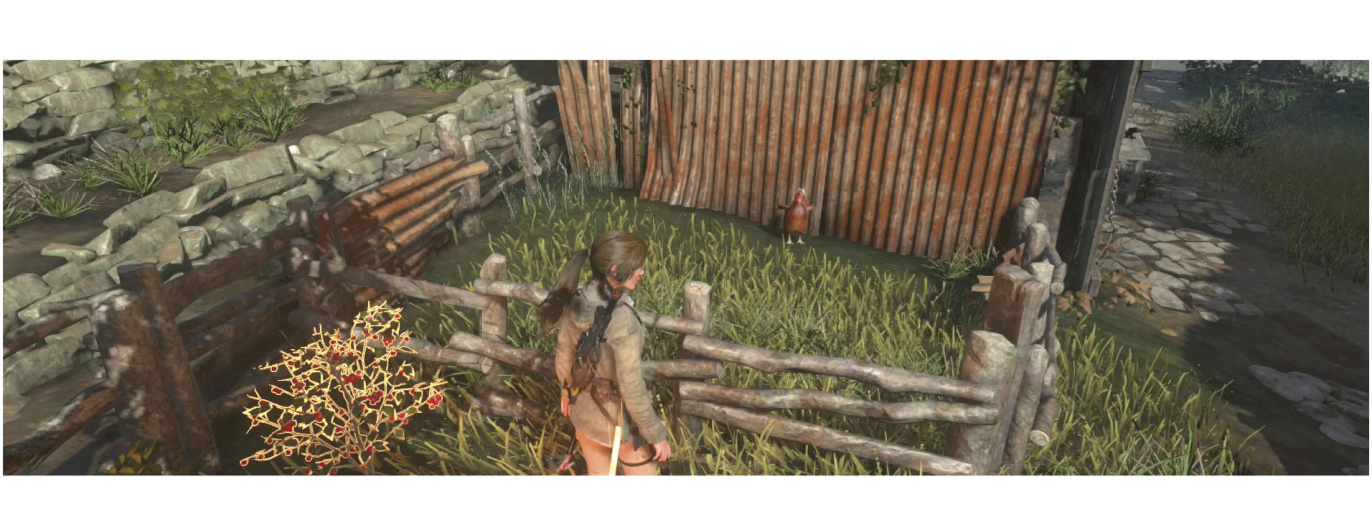


8 A Bull's Eye is hanging from a tree over the edge of a cliff.The final Bull's Eye is north, outside of town. Go to a damaged section of trees on the other side of the river. Look up high and get your target.

FOWL PLAY

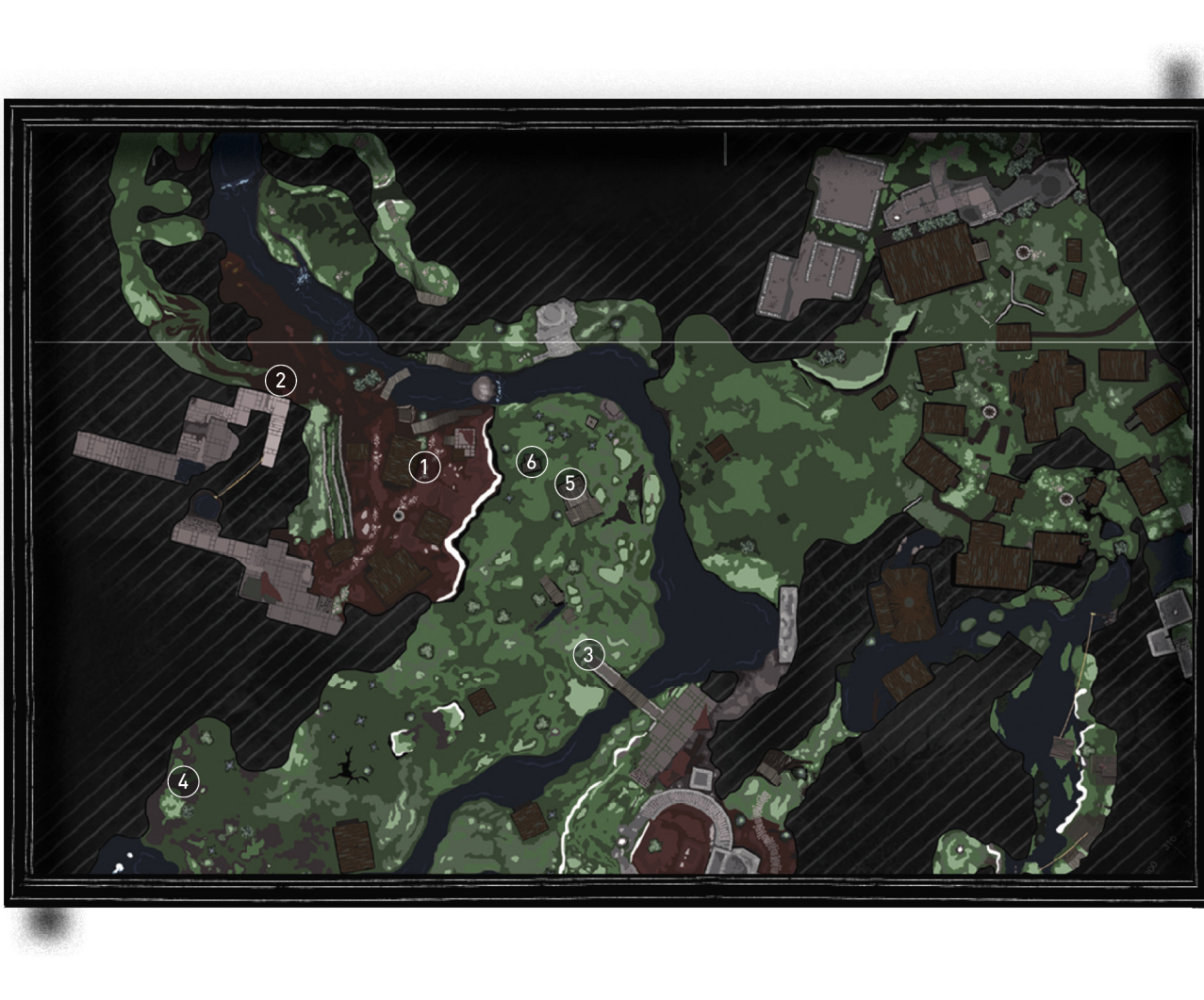
Catch five Chickens to help out the Remnants. They're all in or close to town, and they wander. This one doesn't take too long. Use Survival Instincts (and your ears) to find the Chickens. Chase them down, Interact with them to grab the crazy birds, and bring them to the Pen that we've marked on the map. Throw them in, and you'll soon be done.

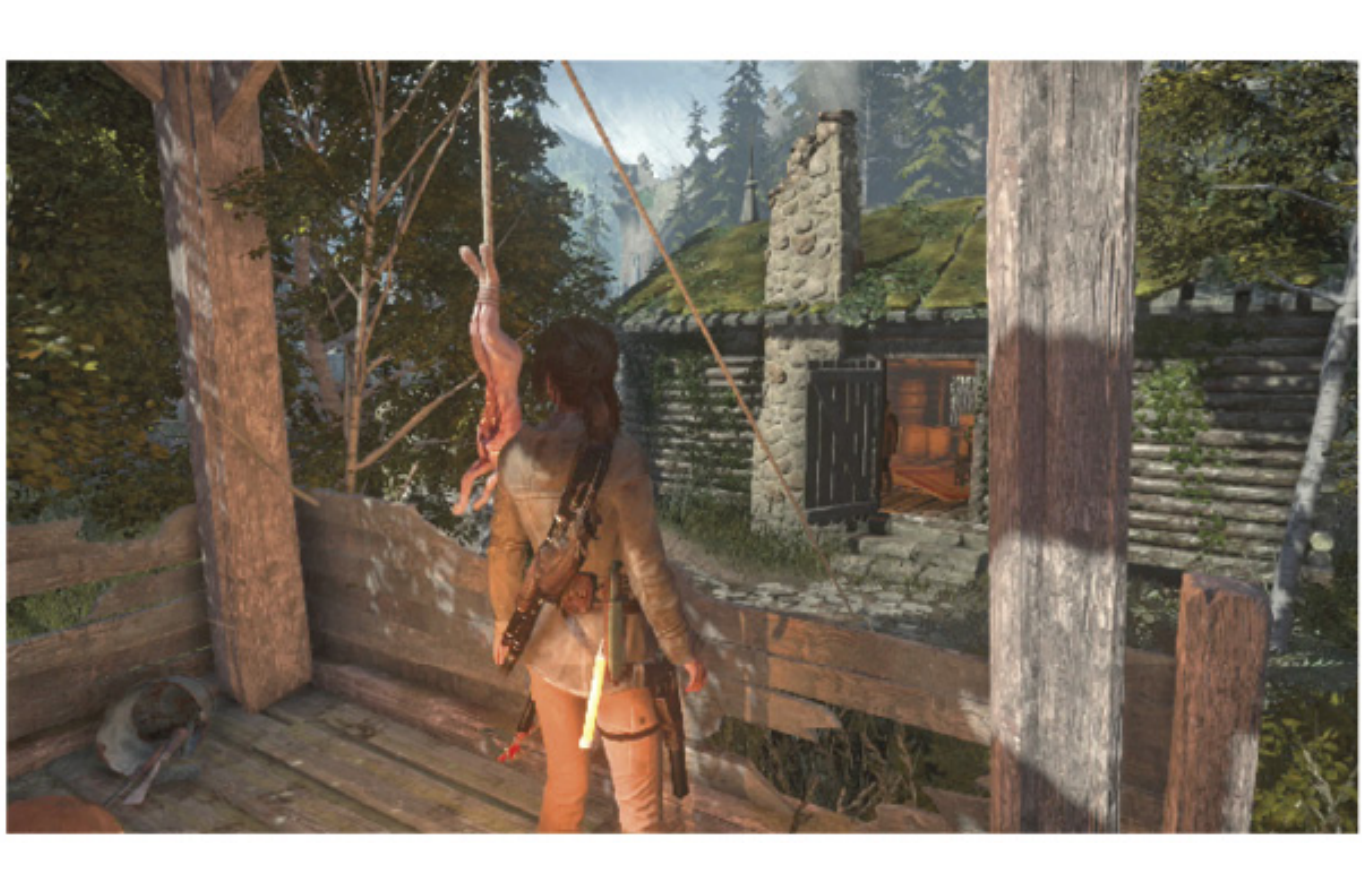




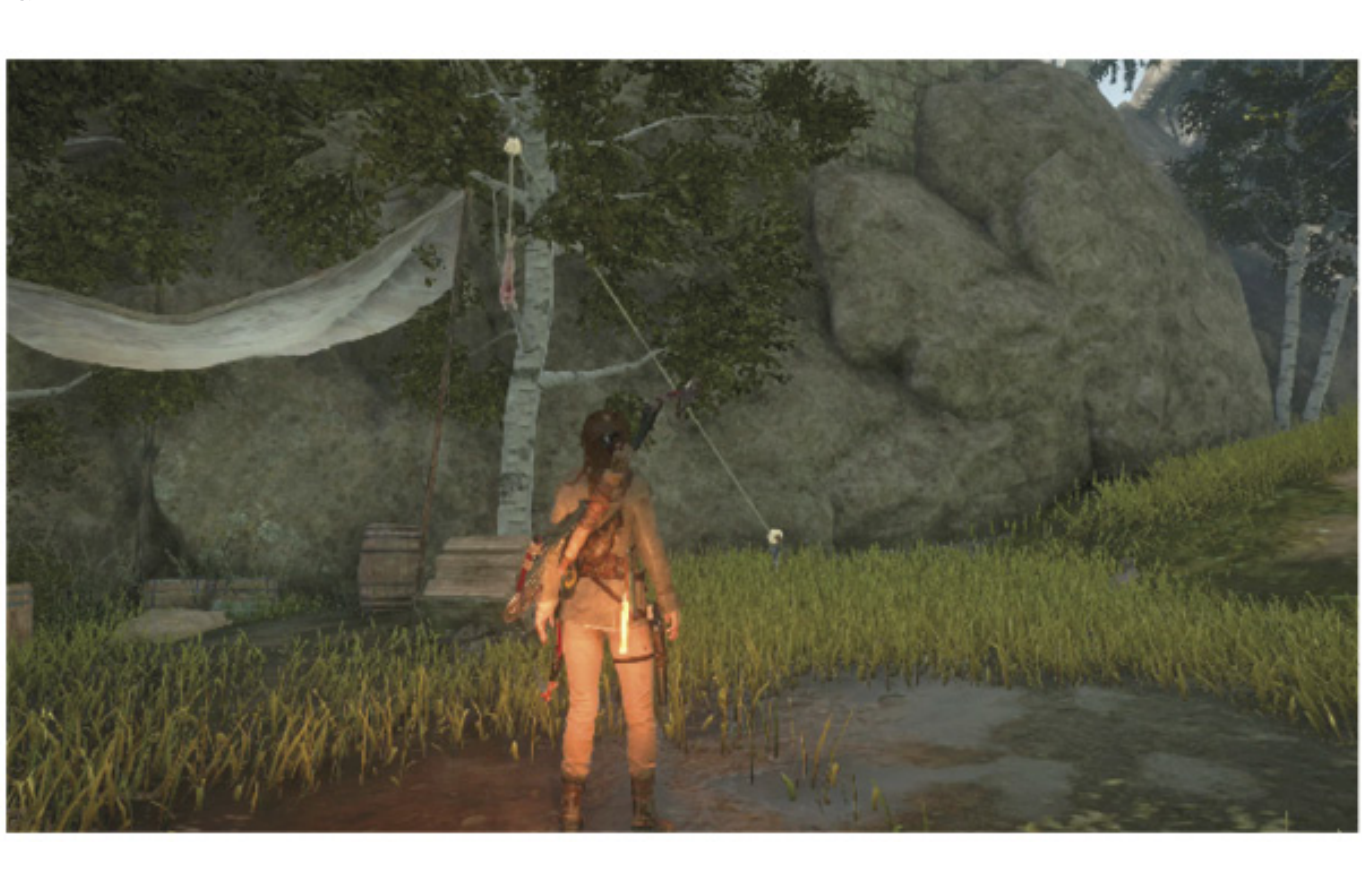
HUNG OUT TO DRY

Look for snared Rabbits while you're going around Geothermal Valley. Cut these hapless creatures down from their traps with your Combat Knife to get Challenge credit.

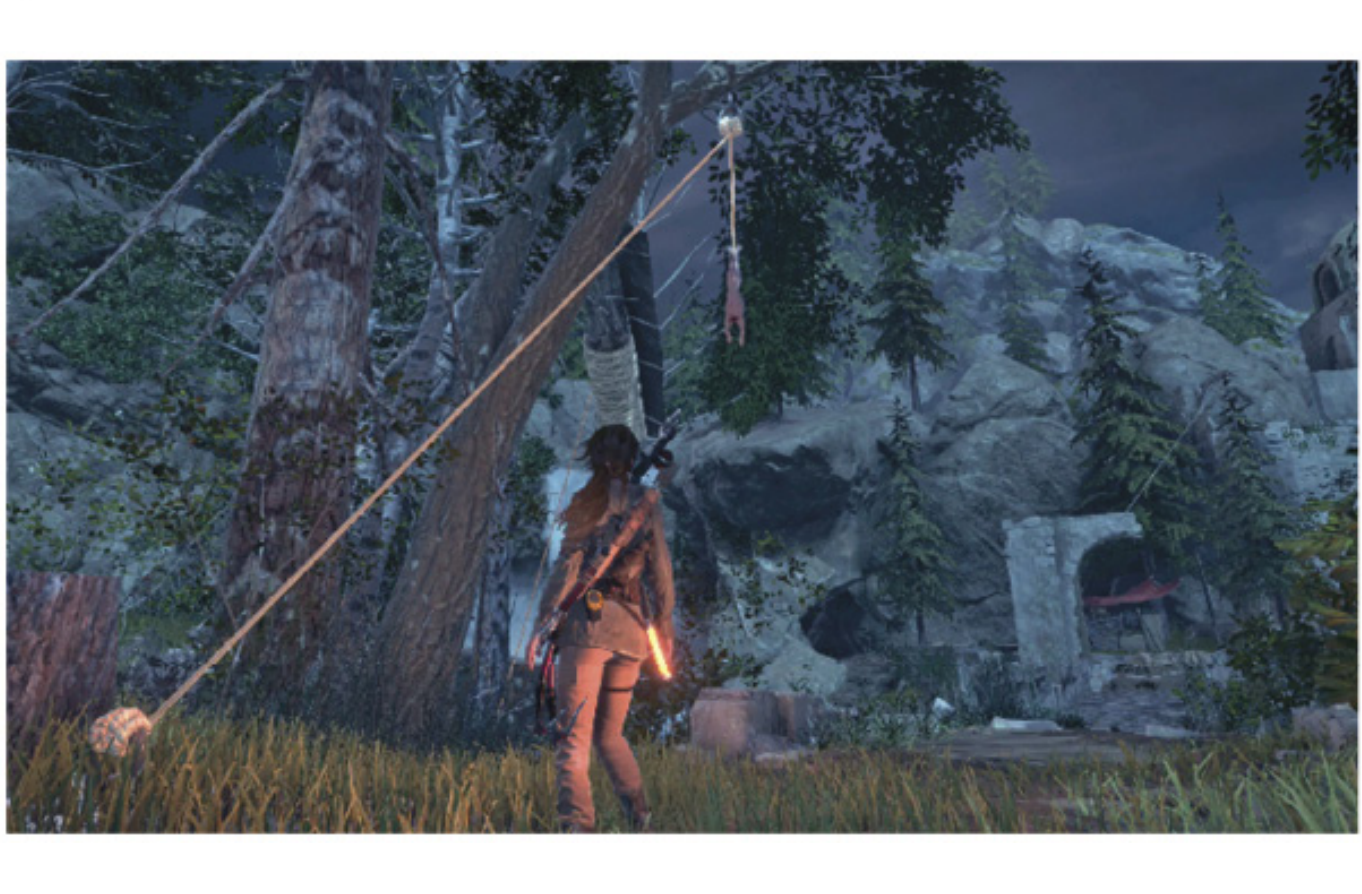




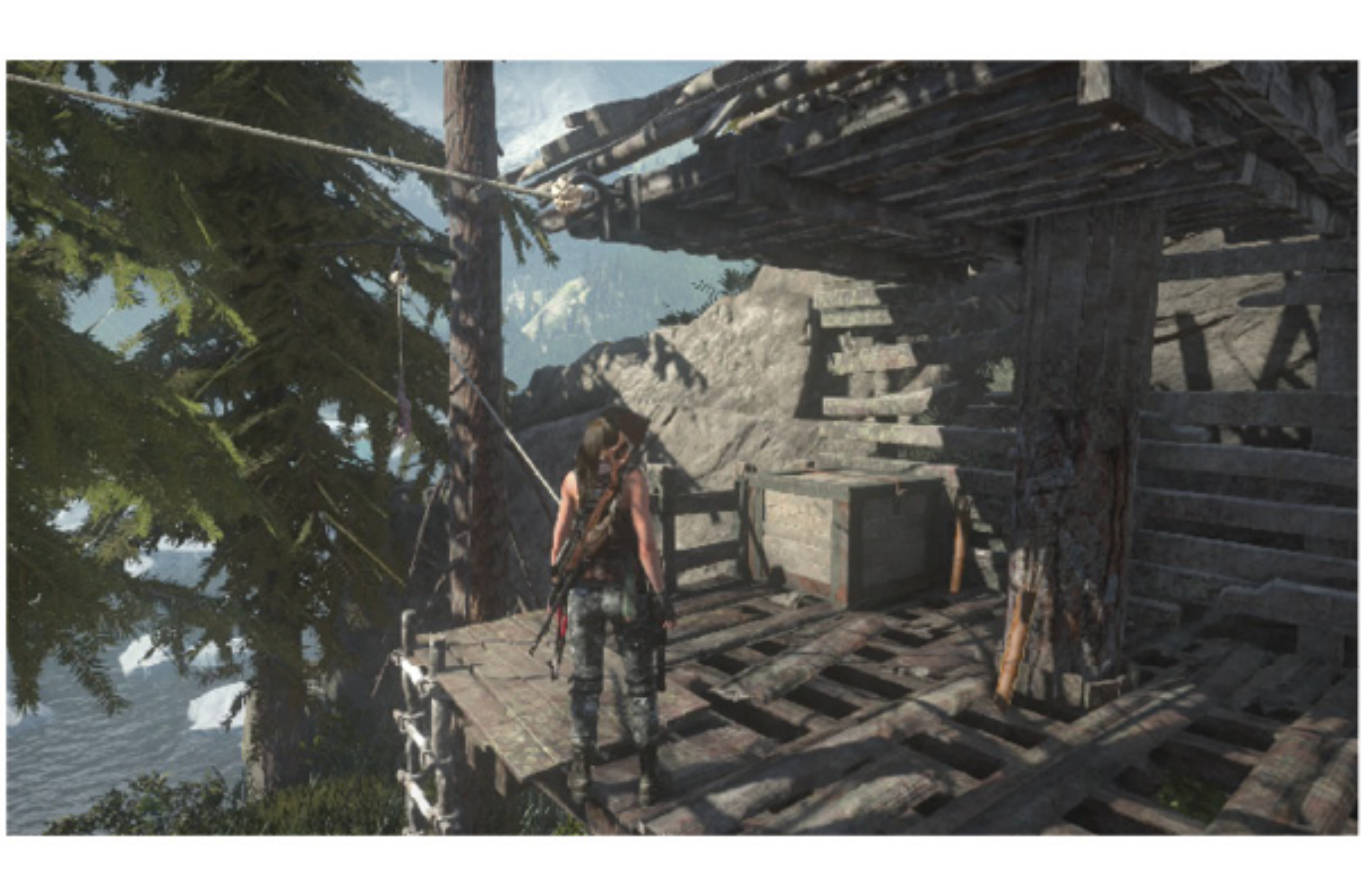
1 Walk NE from Valley Farmstead and look for a skinned Rabbit near the edge of town, by the river.



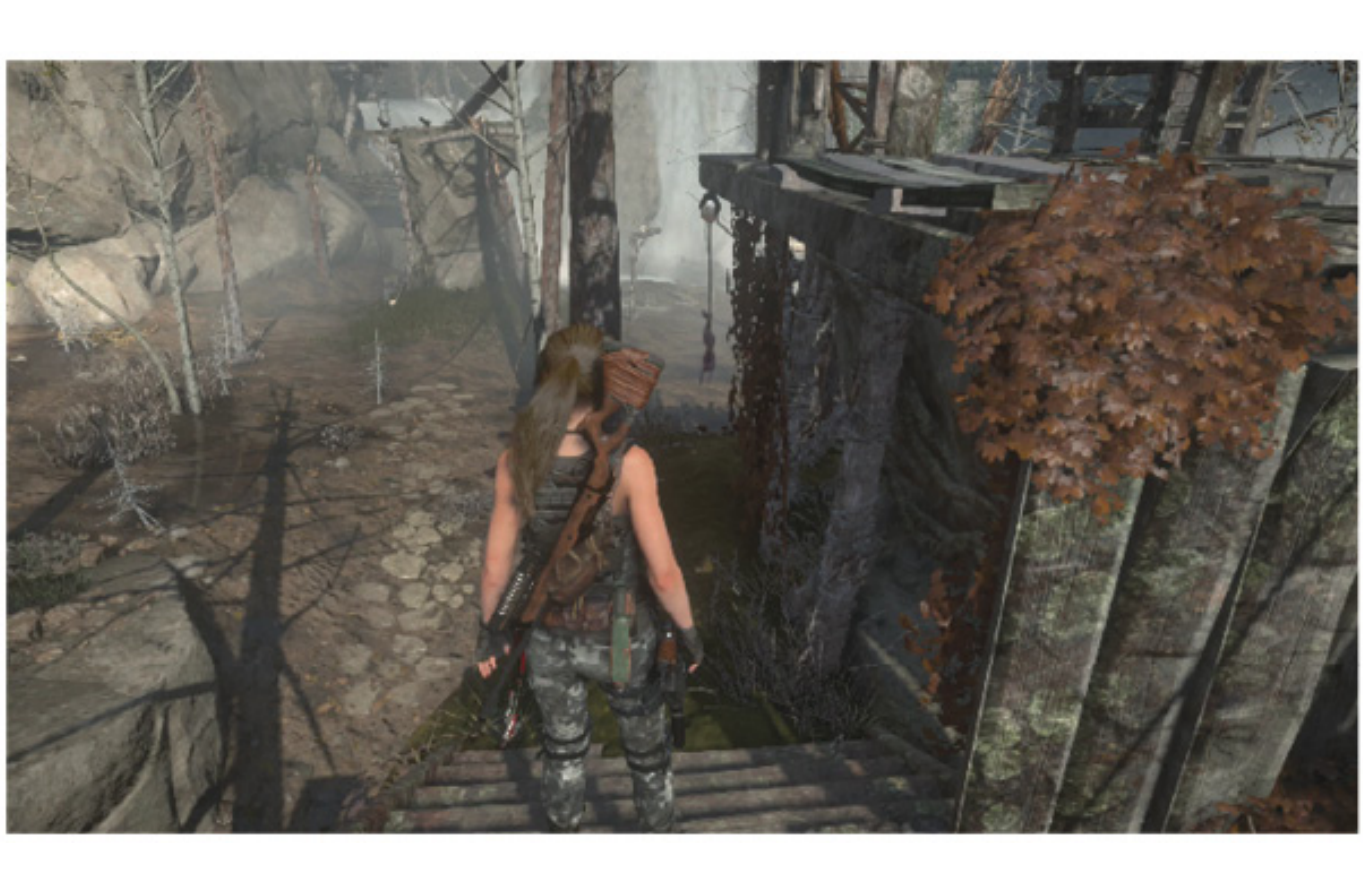
2 Leave Valley Farmstead and walk northwest from town. A Rabbit is hung at a tiny lean-to.



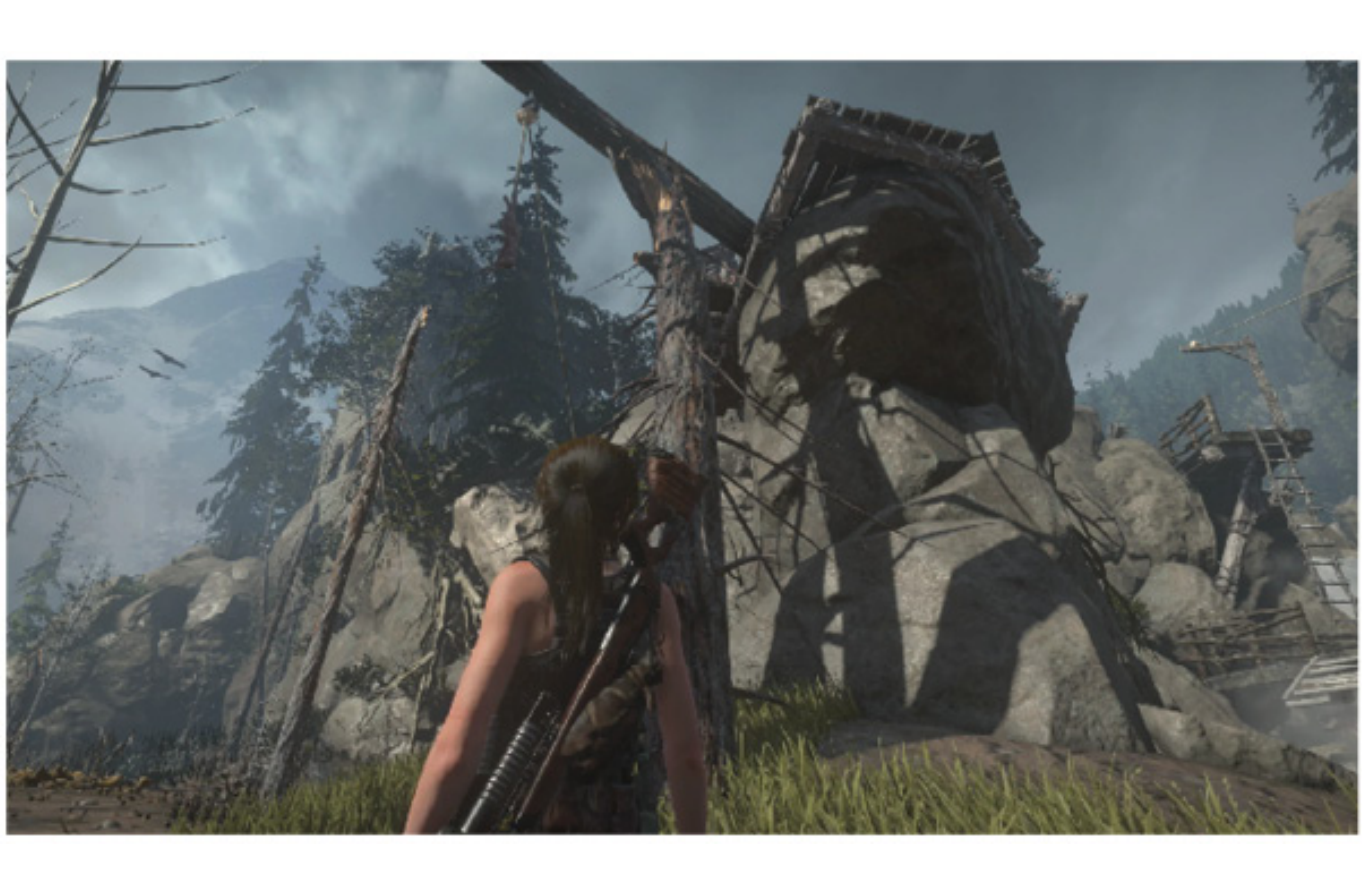
3 Far SE of Valley Farmstead, there is a bridge that leads you to another Remnant outpost. A Snared Rabbit is hung on the northwestern side of that bridge .



4 SW of Valley Farmstead: Get close to the coast in the southwest and look for a raised building that overlooks the hunting cat area. Climb up to it and cut down the rabbit that's hung by the tree nearby.



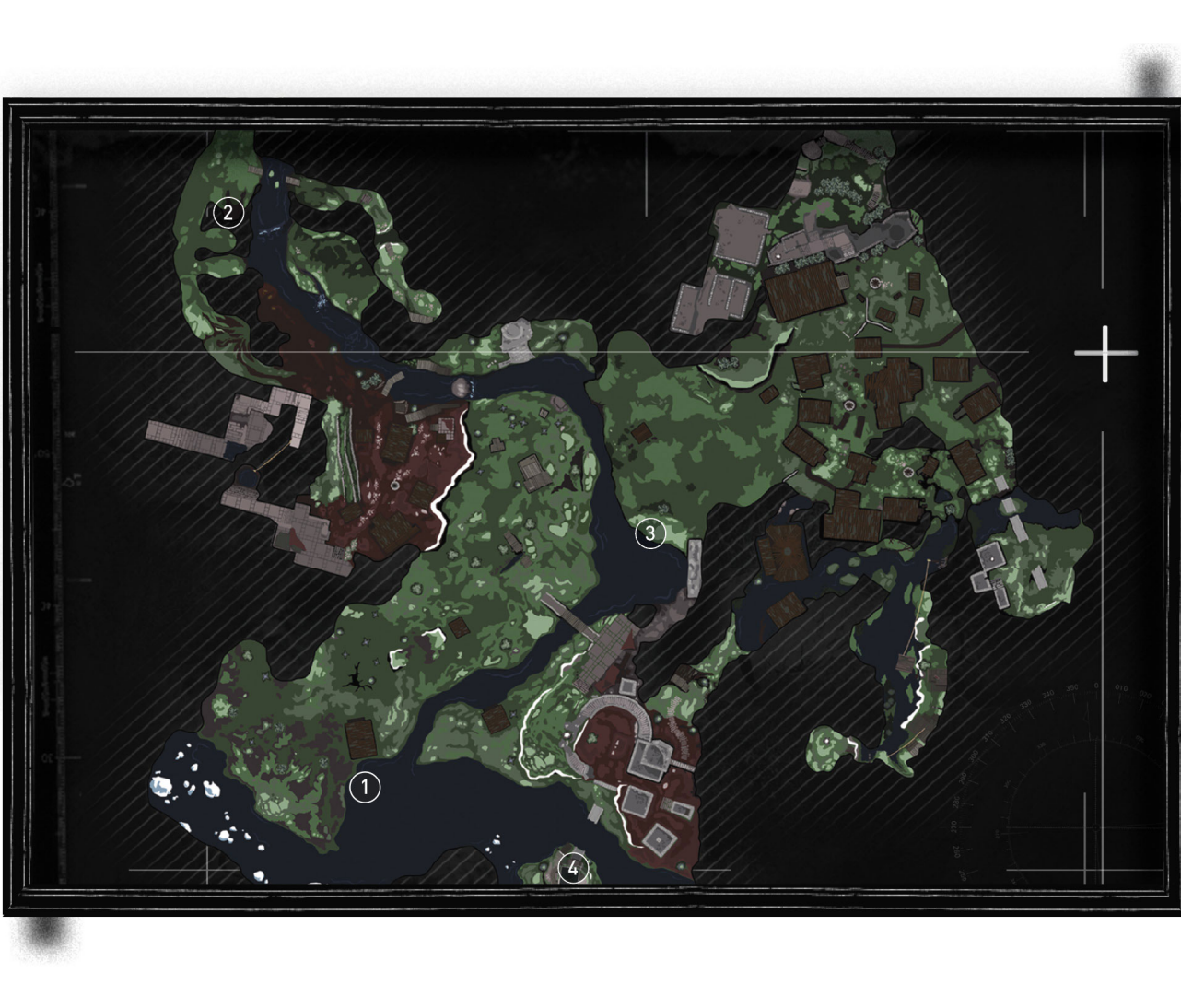
5 E of Valley Farmstead: There is a large platform with a Strongbox down in the valley. A rabbit is hung on its northern side.



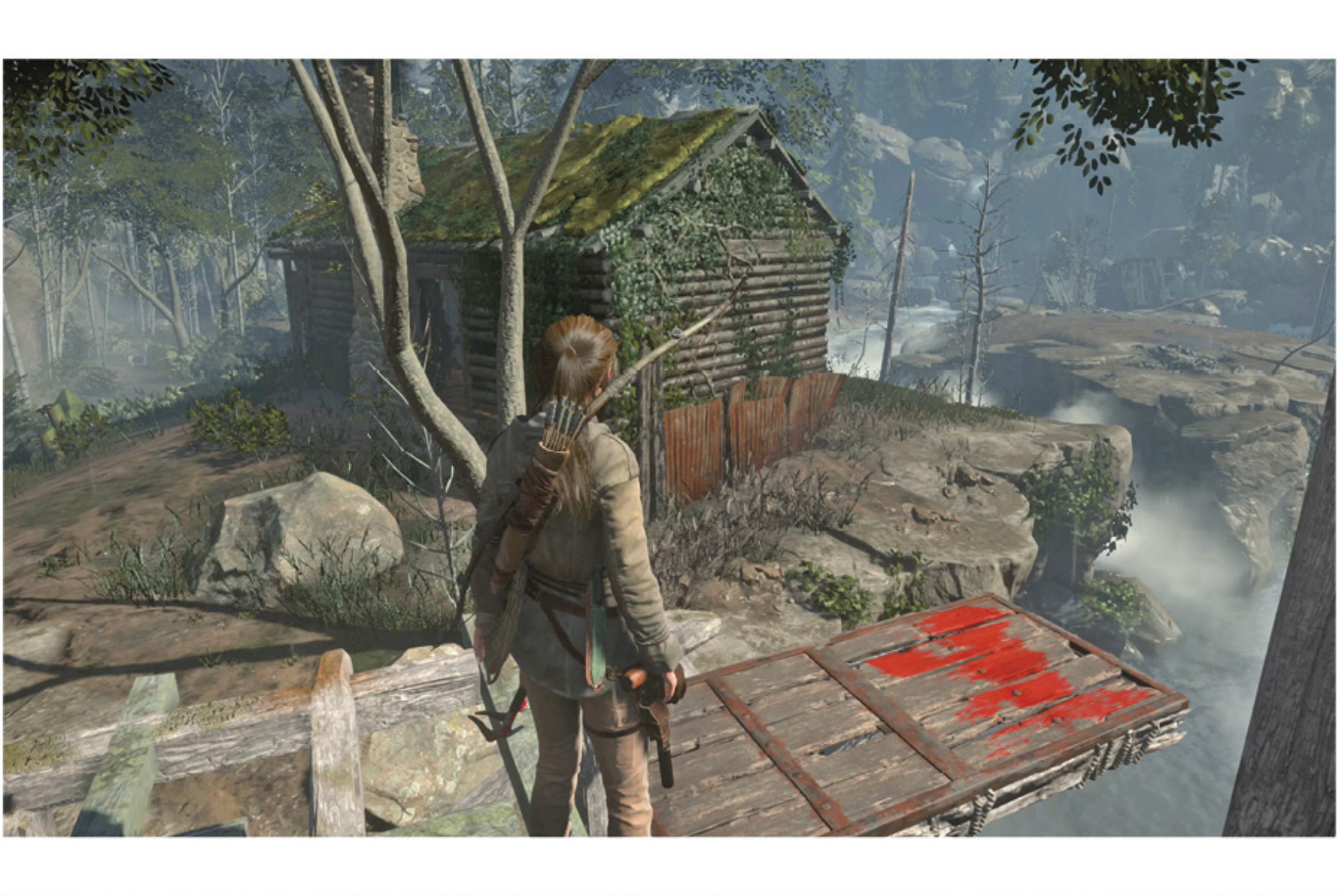
6 E of Valley Farmstead: This one is very close to the last rabbit. Travel northwest for only a few seconds, and look up. You won't see the rabbit unless you're really keeping your eyes out. Look at our map and you won't have to search for long.

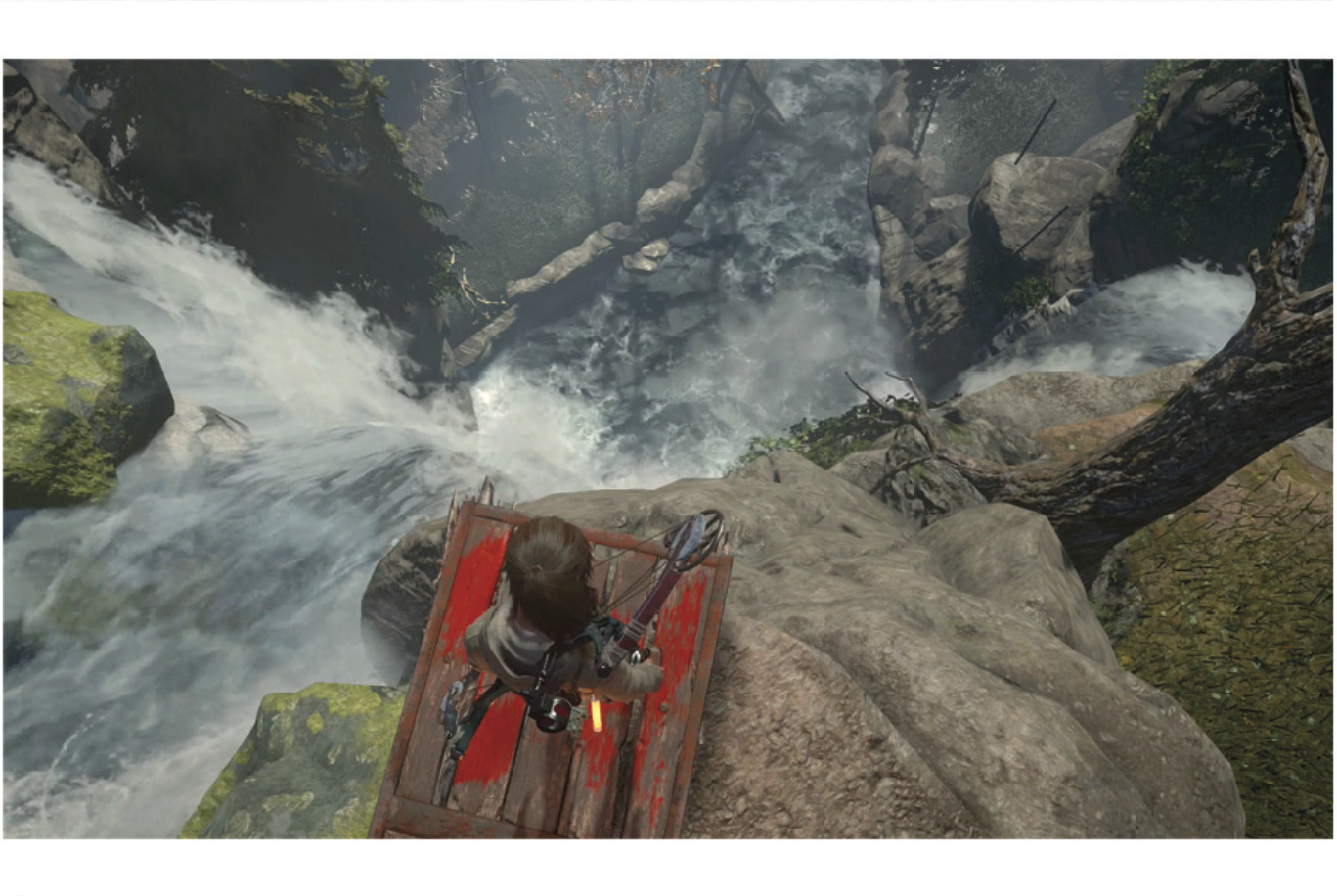
HIGH DIVING

Four special locations are high enough to let Lara swan dive into the water. Go to those, leap off of the special platforms, and use the left trigger to start a dive once you're in the air.

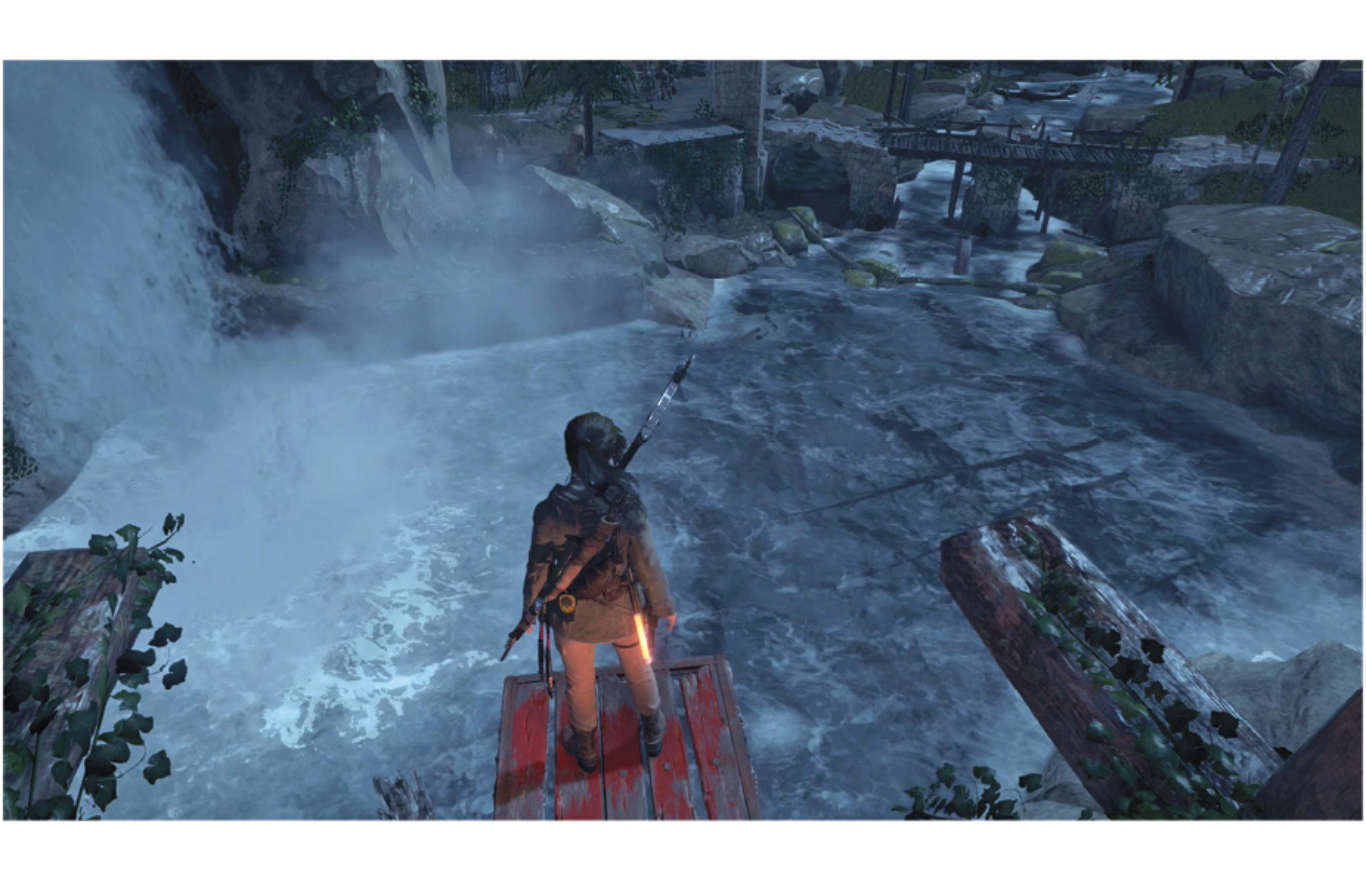


1 Complete the second tower for a mission (Dangerous Territory). This creates a tall place for you to dive off of, into the southern waters. This tower is close to the big building that's out in the wilderness, if you have any trouble remembering where to find it!

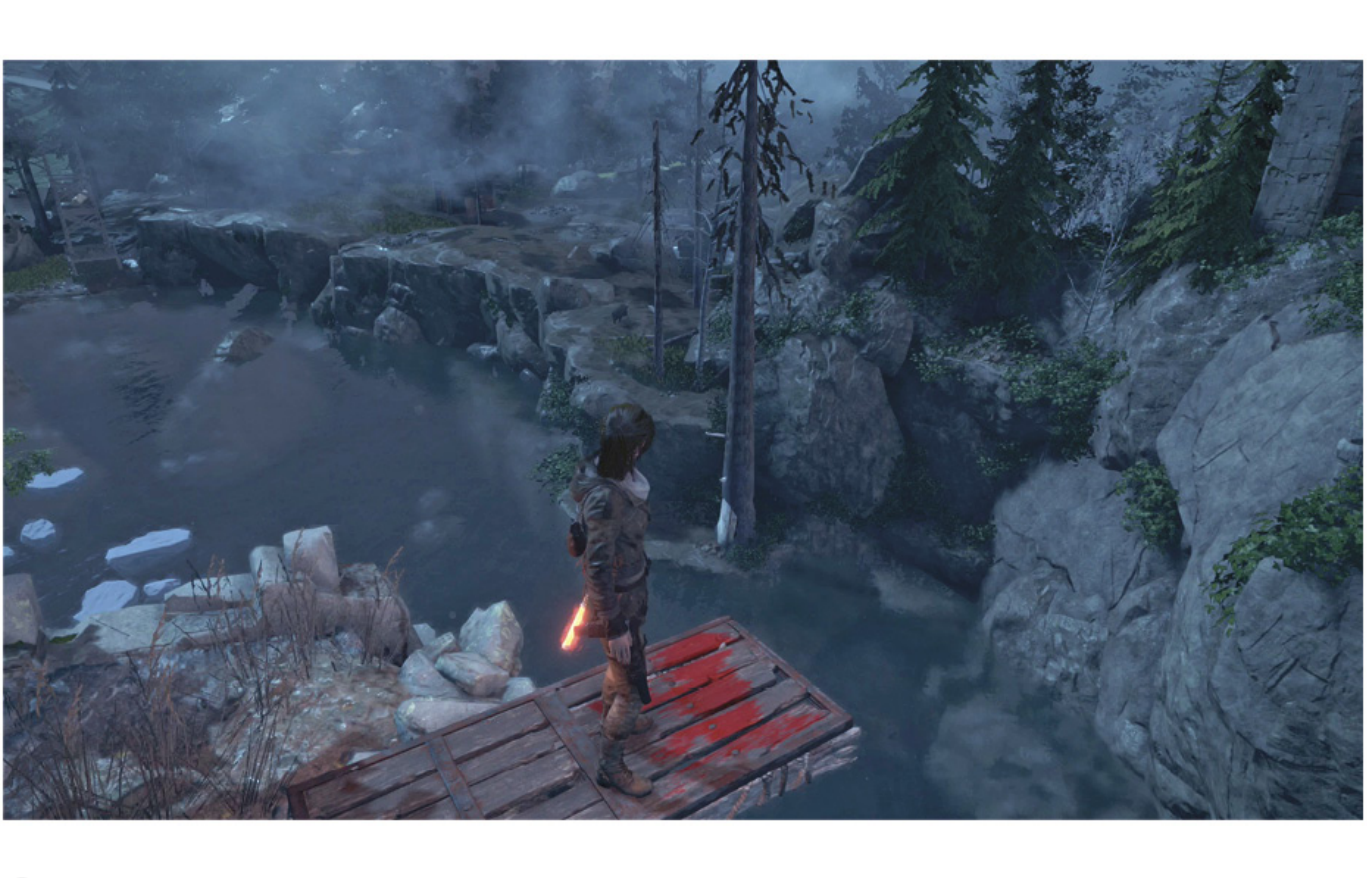




2 There is a platform just a bit south from the Ridgeline Base Camp. It's way above the falls. Leap from there for another great dive.



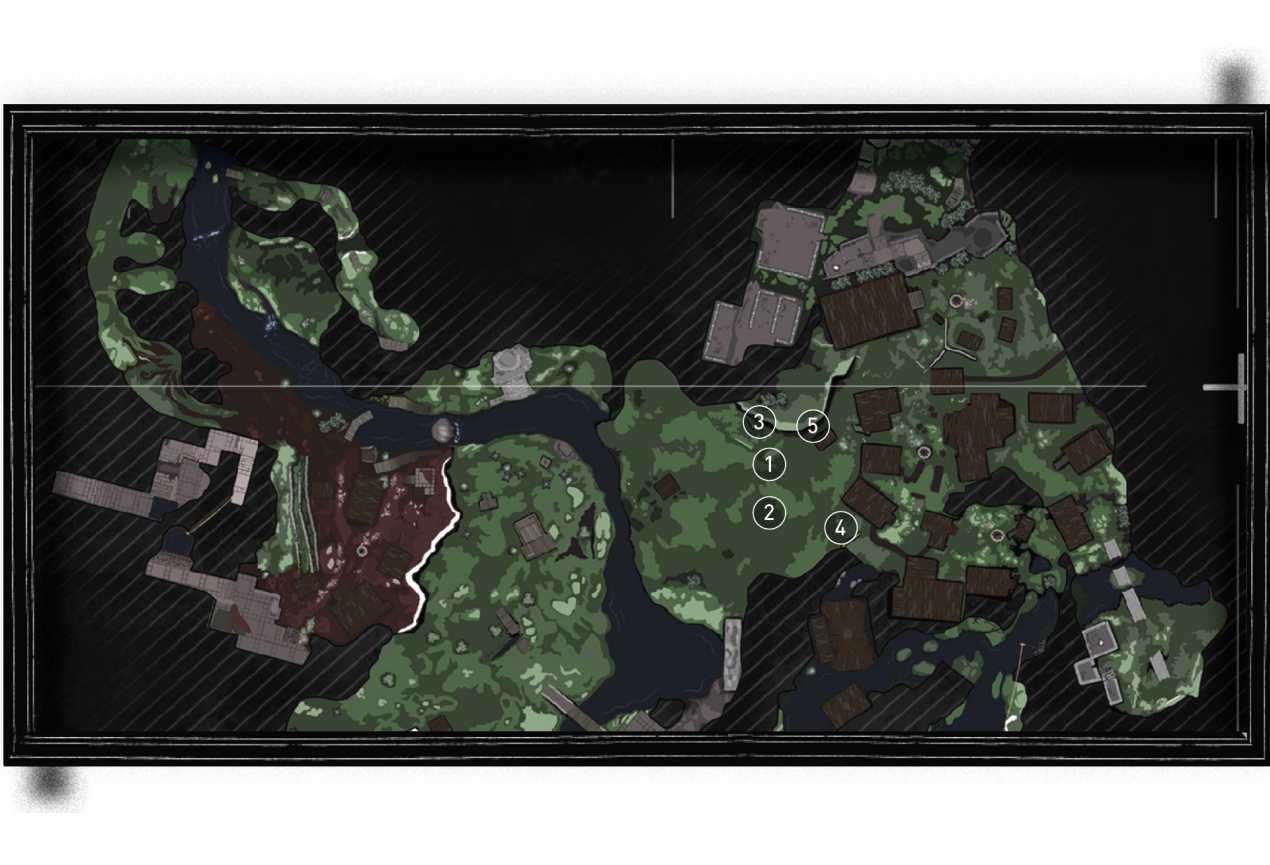
3 NE of Ruins Encampment there is a Tomb entrance. On a wooden walkway outside of there, you find another diving platform.



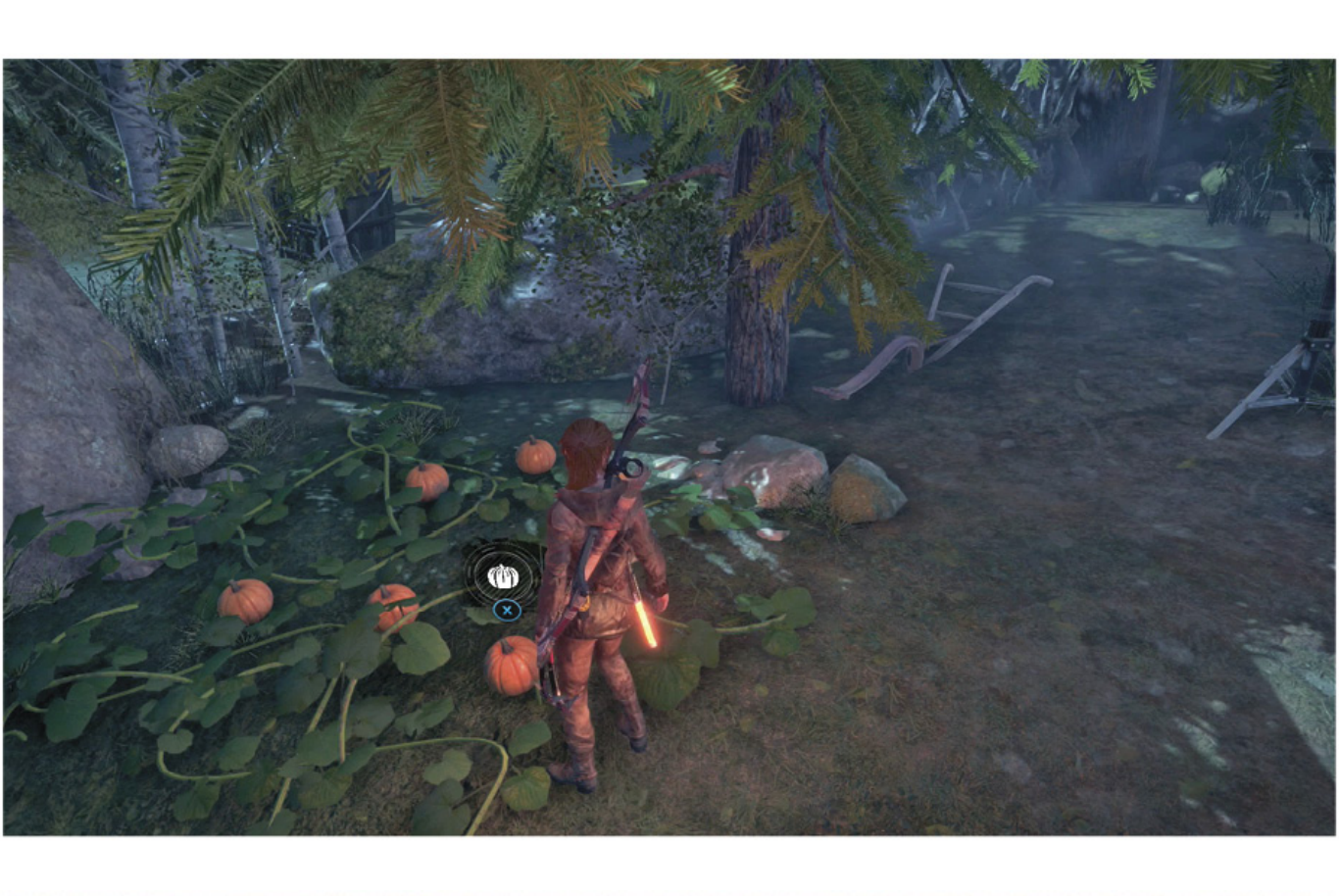
4 The southern island where you light a Signal Fire is where the last diving location is hidden. Directly across from a Rope Coil on the mainland, you find your marked diving board. Jump from there!

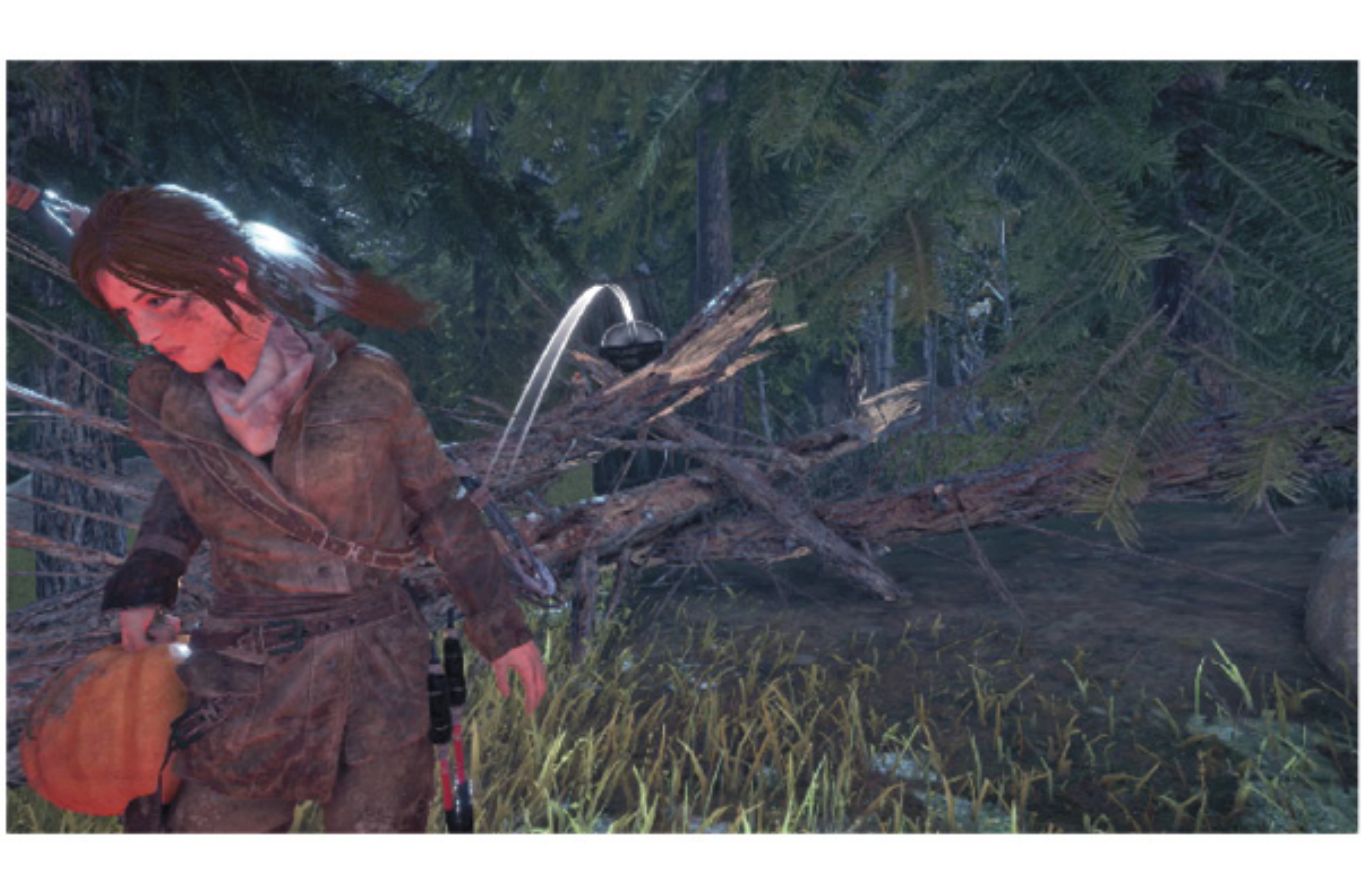
TOSSING GOURDS

Finally, you have to make five good throws with Gourds to have a bit of fun. All of these occur in the eastern Remnant Town, underneath the shadows of the cathedral. You complete each objective by picking up a Gourd and throwing it into a barrel. The barrels are often blocked off by barricades so that you have to make a decent shot to get them into the barrel.

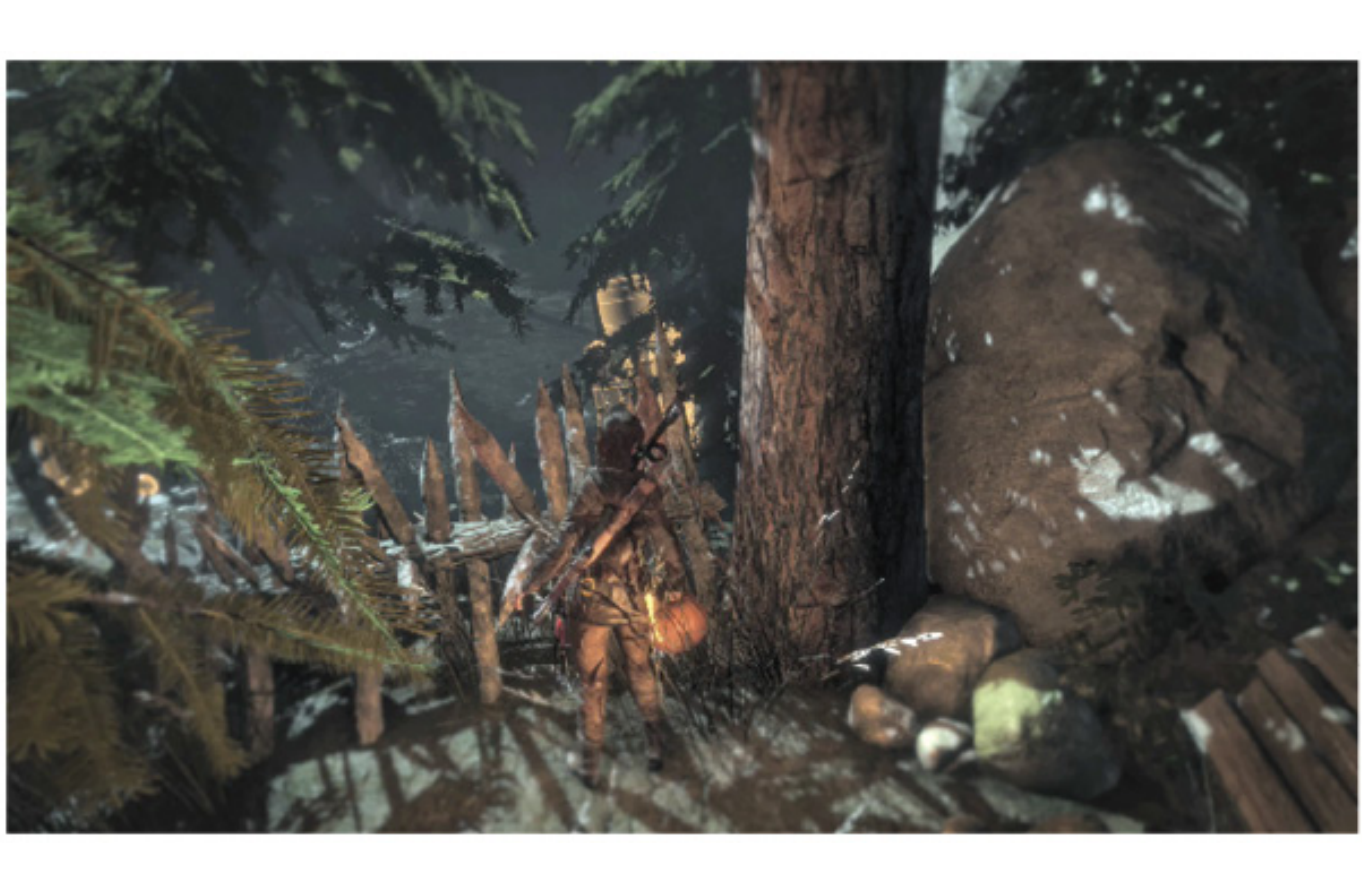


1 S of Cathedral Courtyard, you find a patch of Gourds on the western edge of town. Look over a barricade, to your west, and spot the open barrel that is your target for this Challenge. Toss the Gourd into the barrel, and try to get a perfect shot; don't use the ramp as a backboard. The Gourd bounces way more than you'd expect, so it's actually easier to score a perfect shot than to have it roll into the barrel. The key is to aim the throw slowly up the side of the barrel until the exact point when it switches from highlighting the barrel and instead hits the base of the ramp.

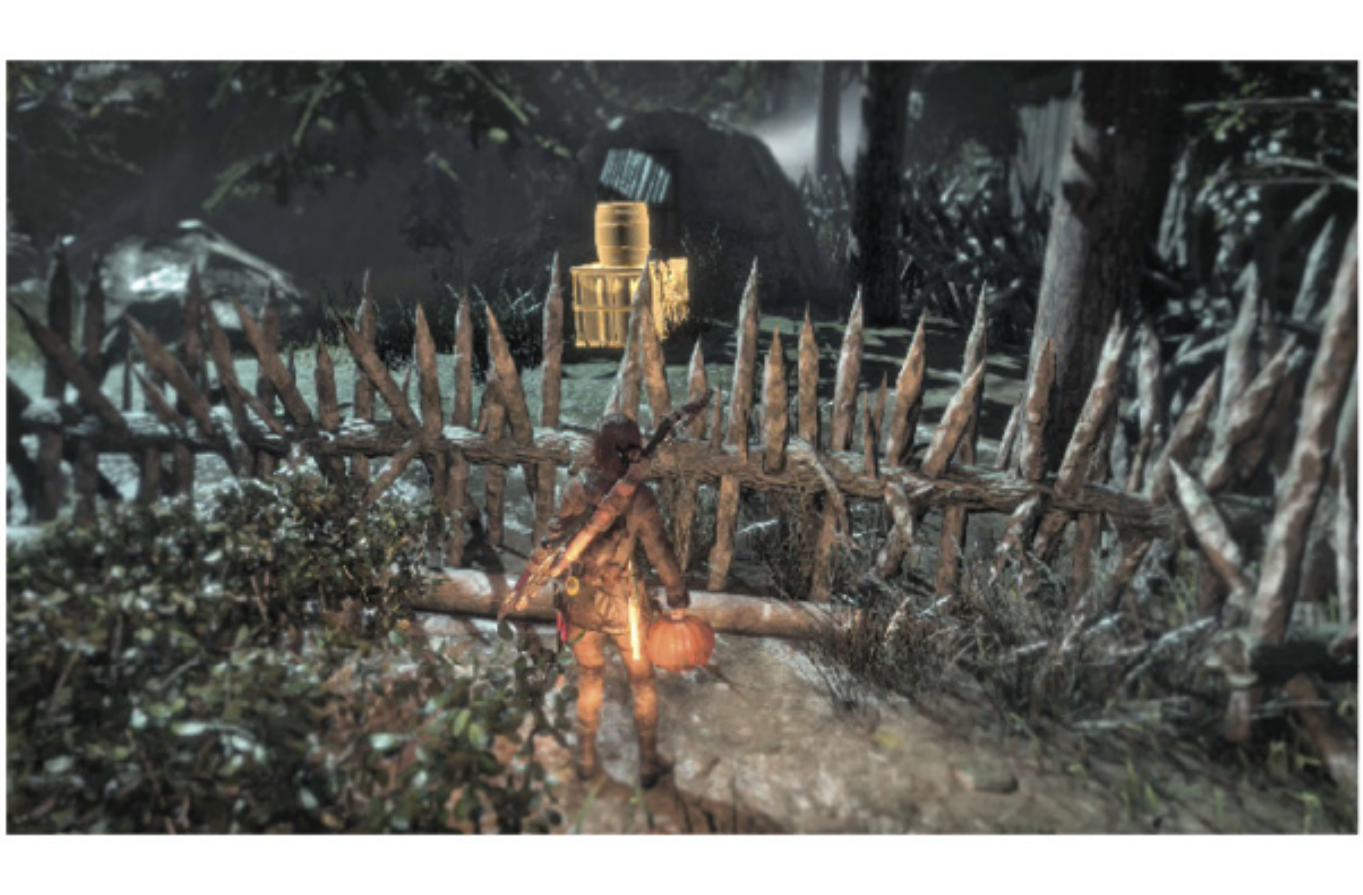




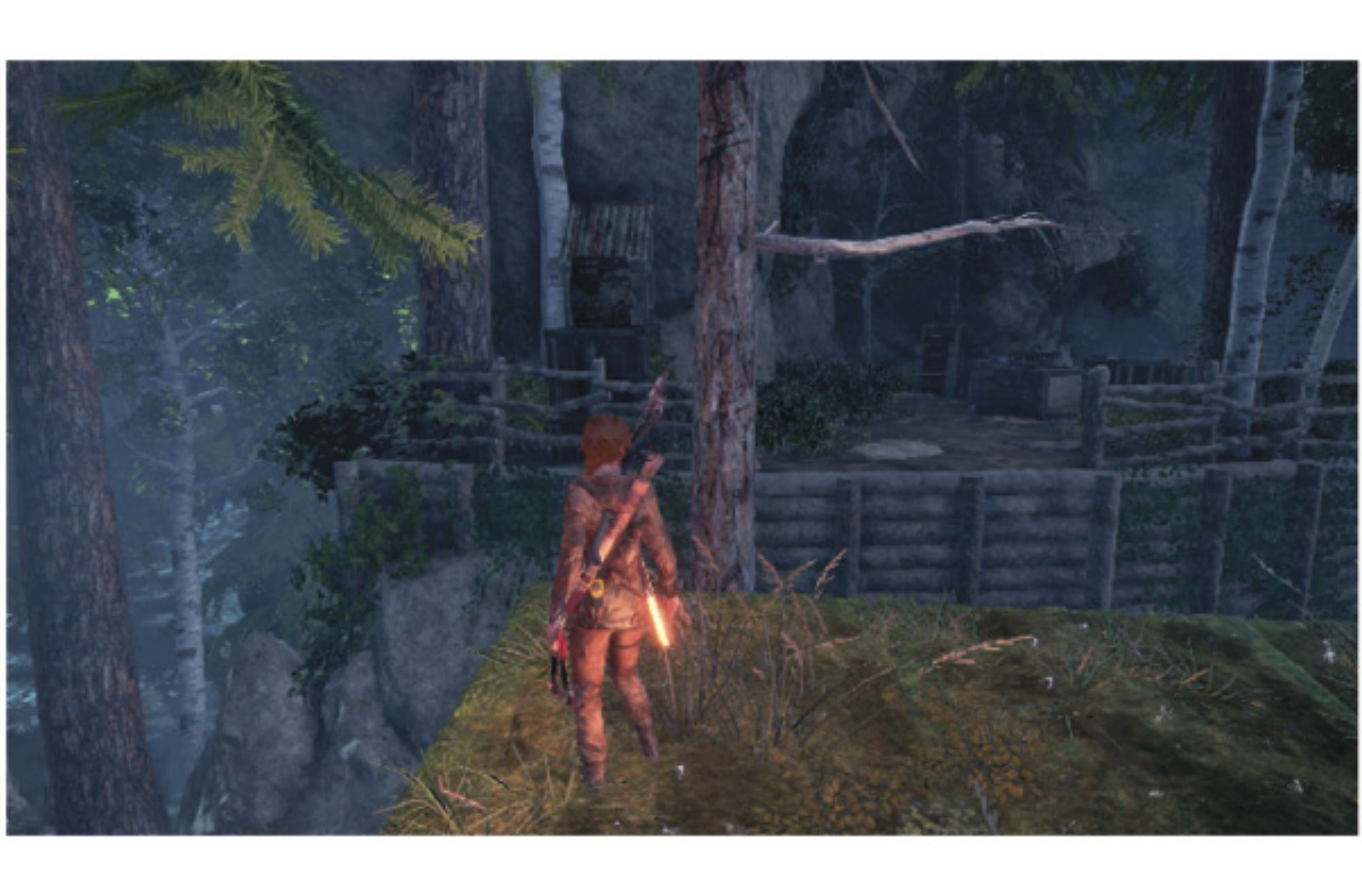
2 South from the last patch is another barrel. This one is closer to your barricade at the edge of town, so it's a tad easier to hit.



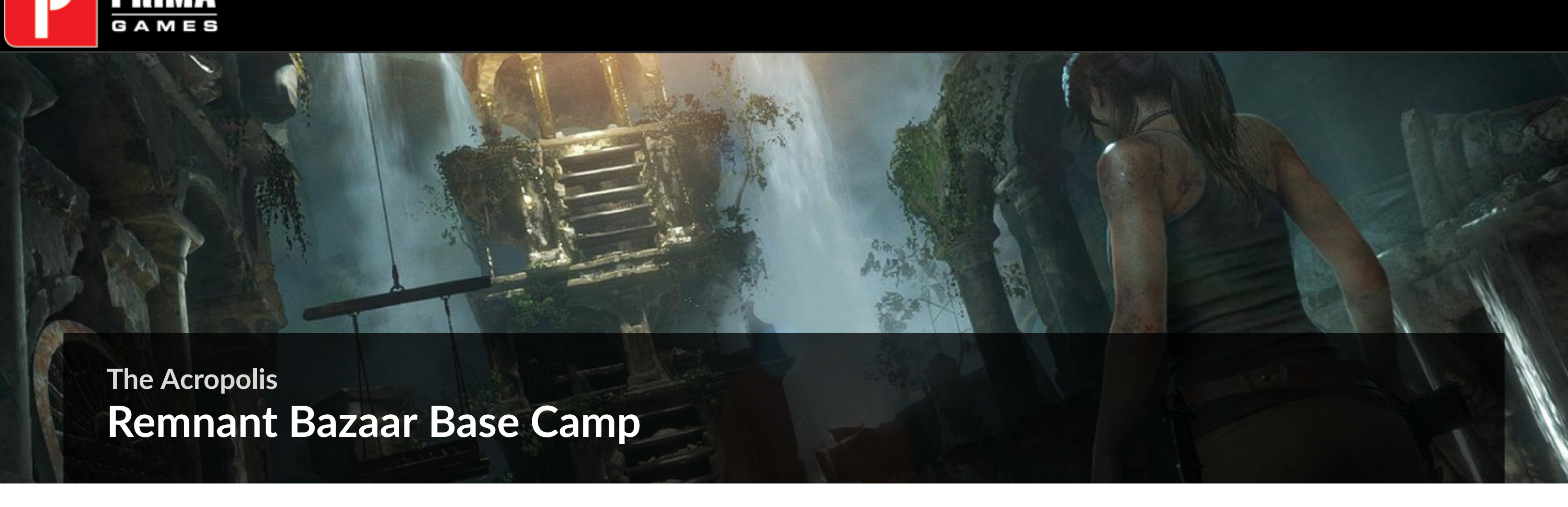
3 The toughest one to see of this trio is north from the first two barrels. Look very carefully through the trees and over another barricade. Use your Survival Instincts to help spot the target, and then toss another Gourd to victory.



4 The next Gourd toss is farther south in the same village. Bring a Gourd from the patch back into the village and go around the buildings until you catch sight of the barrel. Throw the Gourd a short distance over a barricade to score your points.

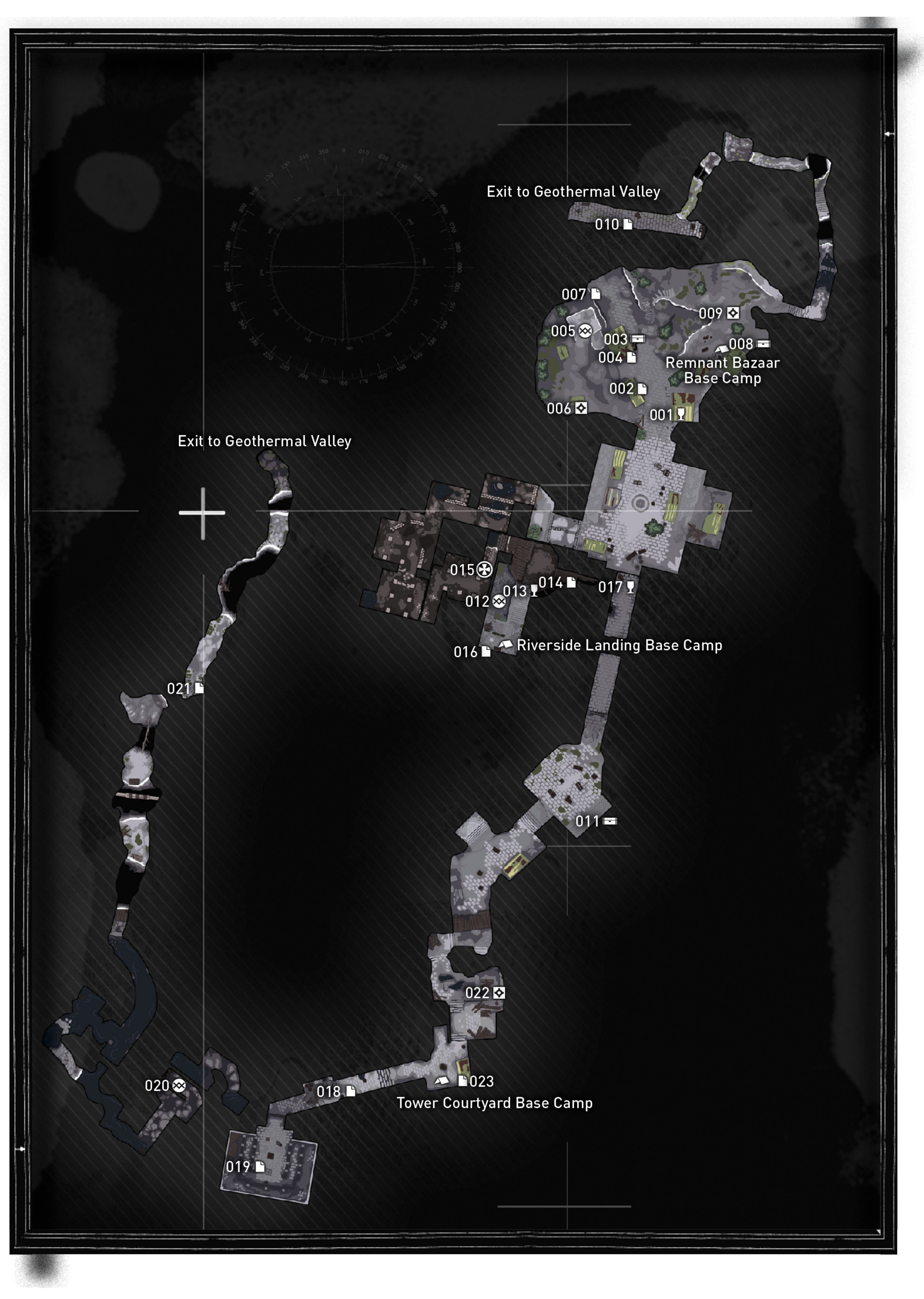


5 Your final barrel is higher up, on a large ledge above the Gourd patch. Look on our map and use Survival Instincts again to find this one. Bring a Gourd to the base of the ledge, and make a high toss to score the last objective in this Challenge.



The Acropolis

Remnant Bazaar Base Camp


Exit to Geothermal Valley
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007
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Remnant Bazaar Base Camp
002
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001
Exit to Geothermal Valley
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Riverside Landing Base Camp
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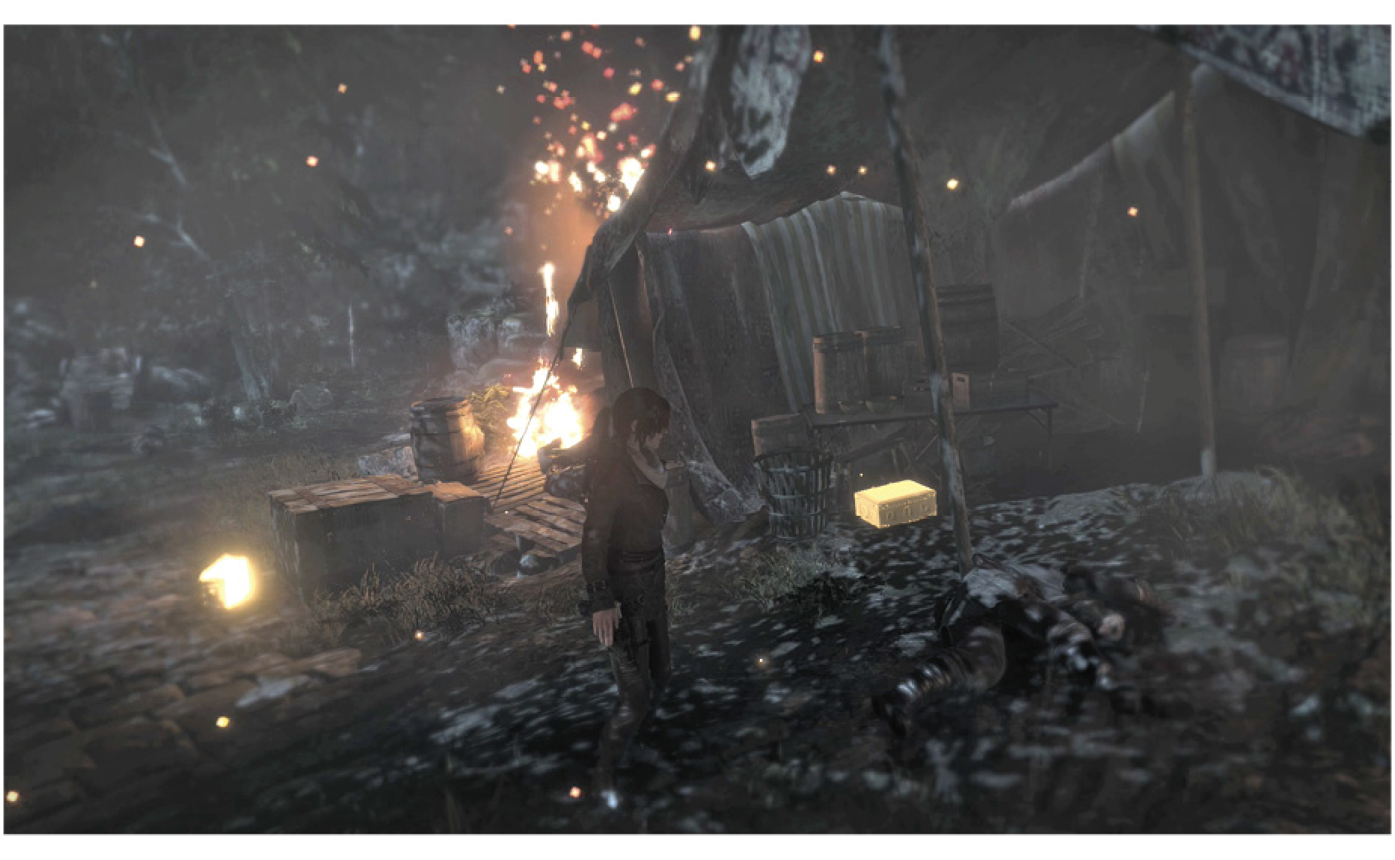
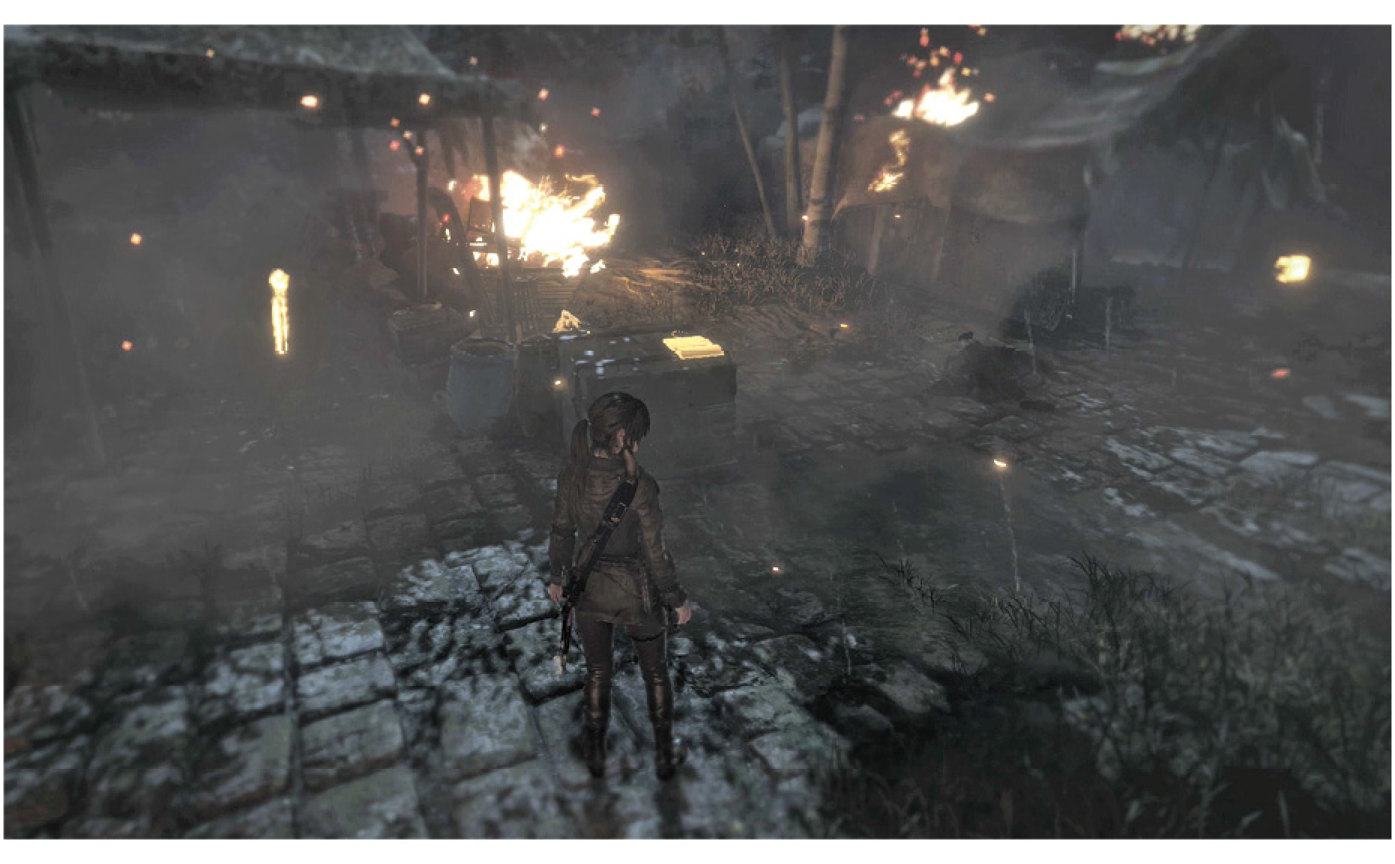
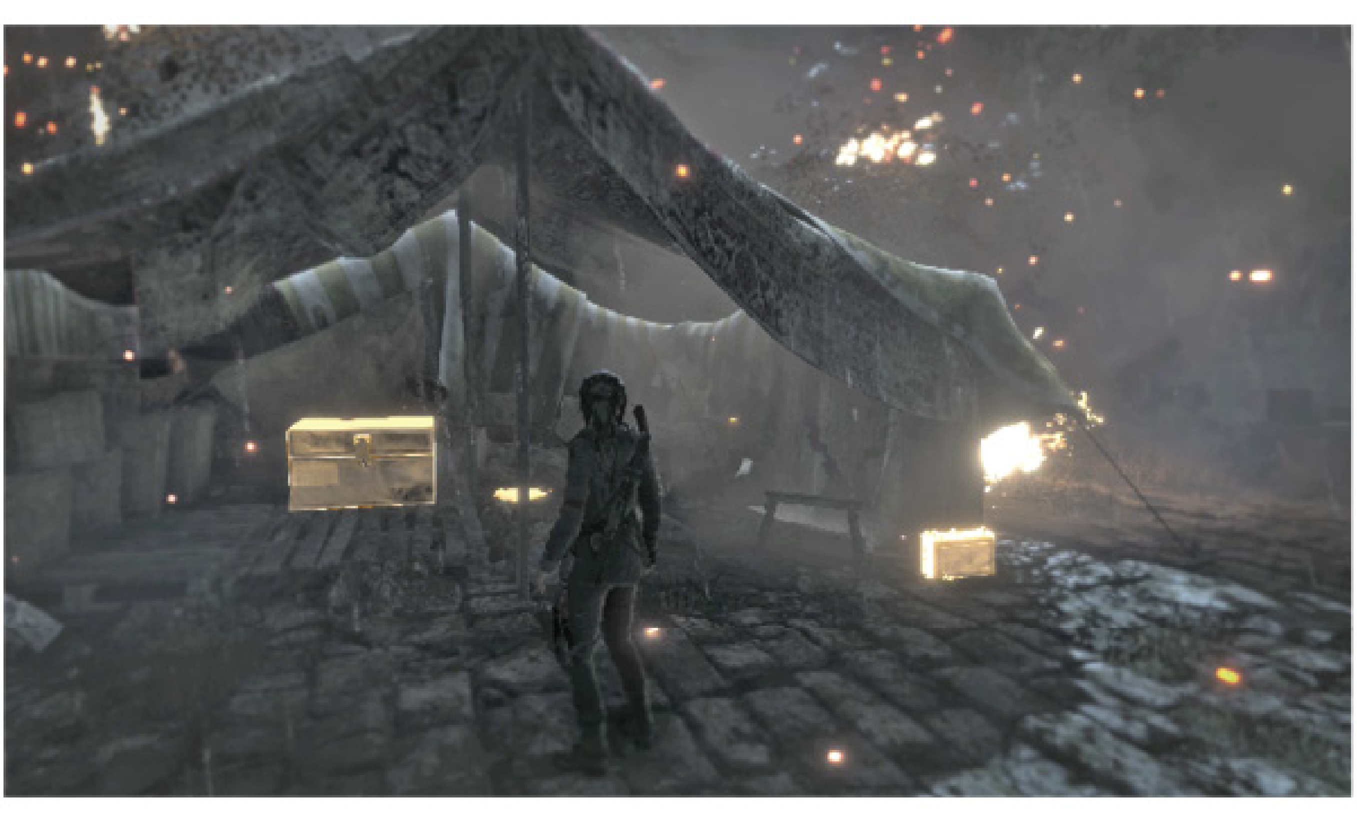
011
022
020
018
023
Tower Courtyard Base Camp
019

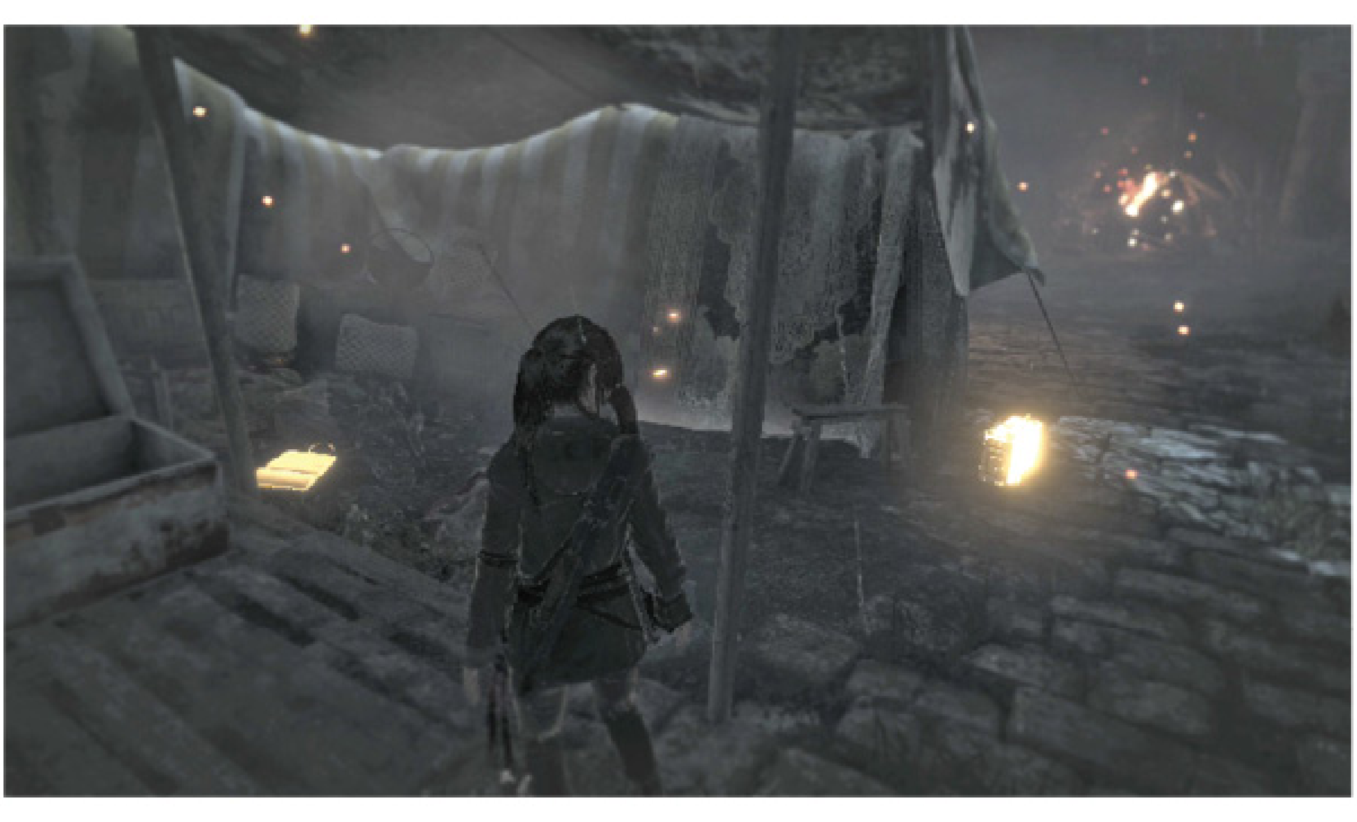


001 SW of Remnant Bazaar: Loot a **Relic** from a larger building along the eastern wall of the area.

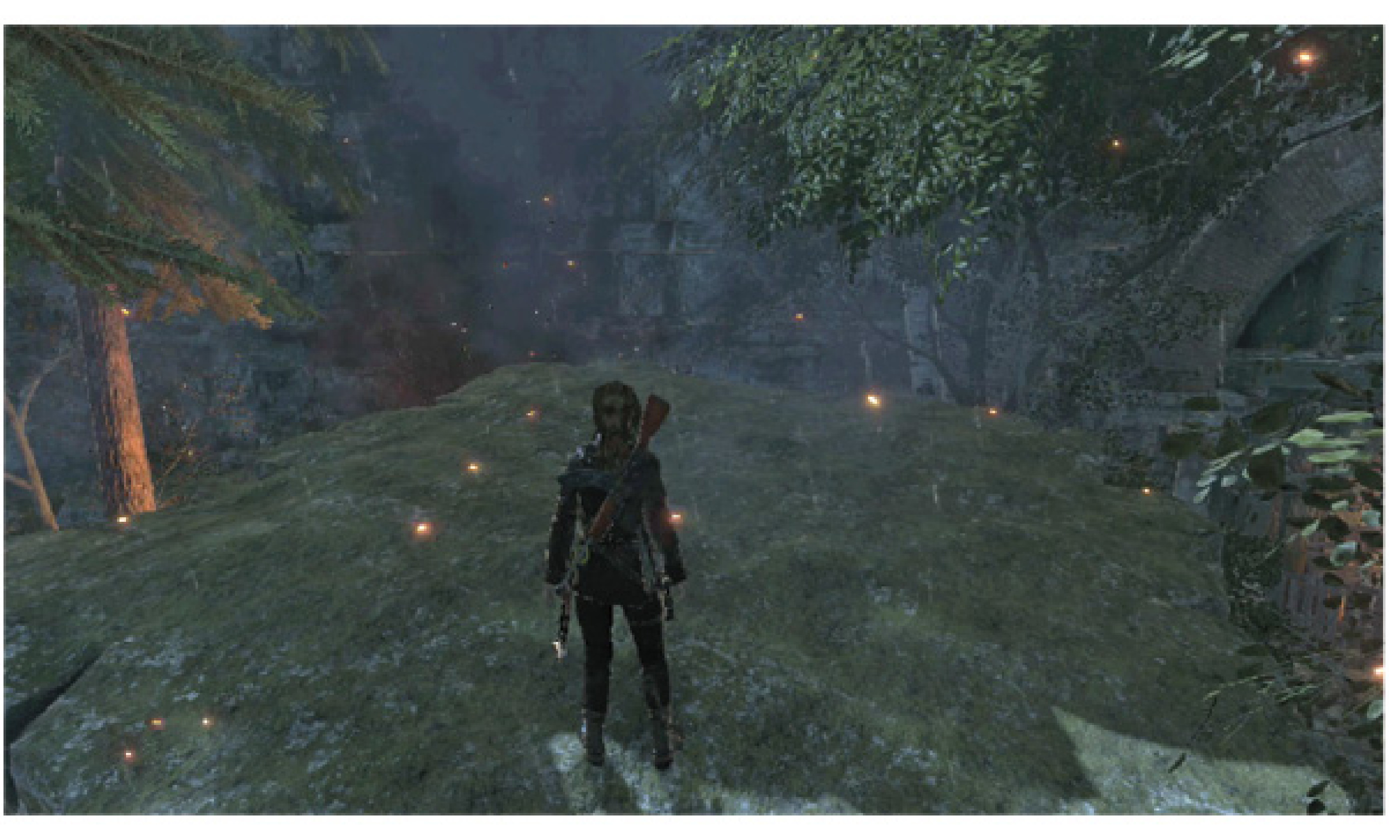


002 W of Remnant Bazaar: A crate has a **Document** along the main street.

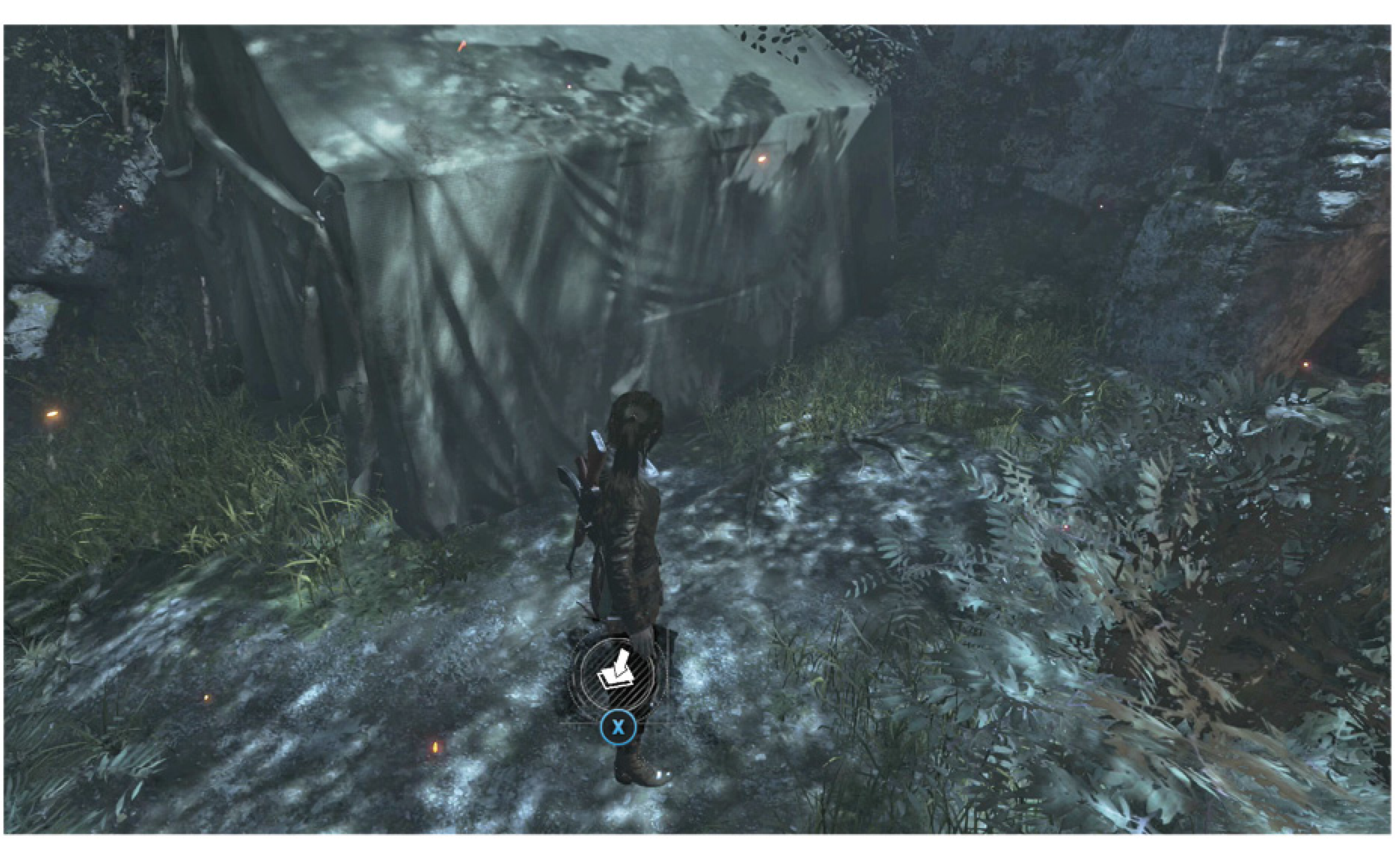




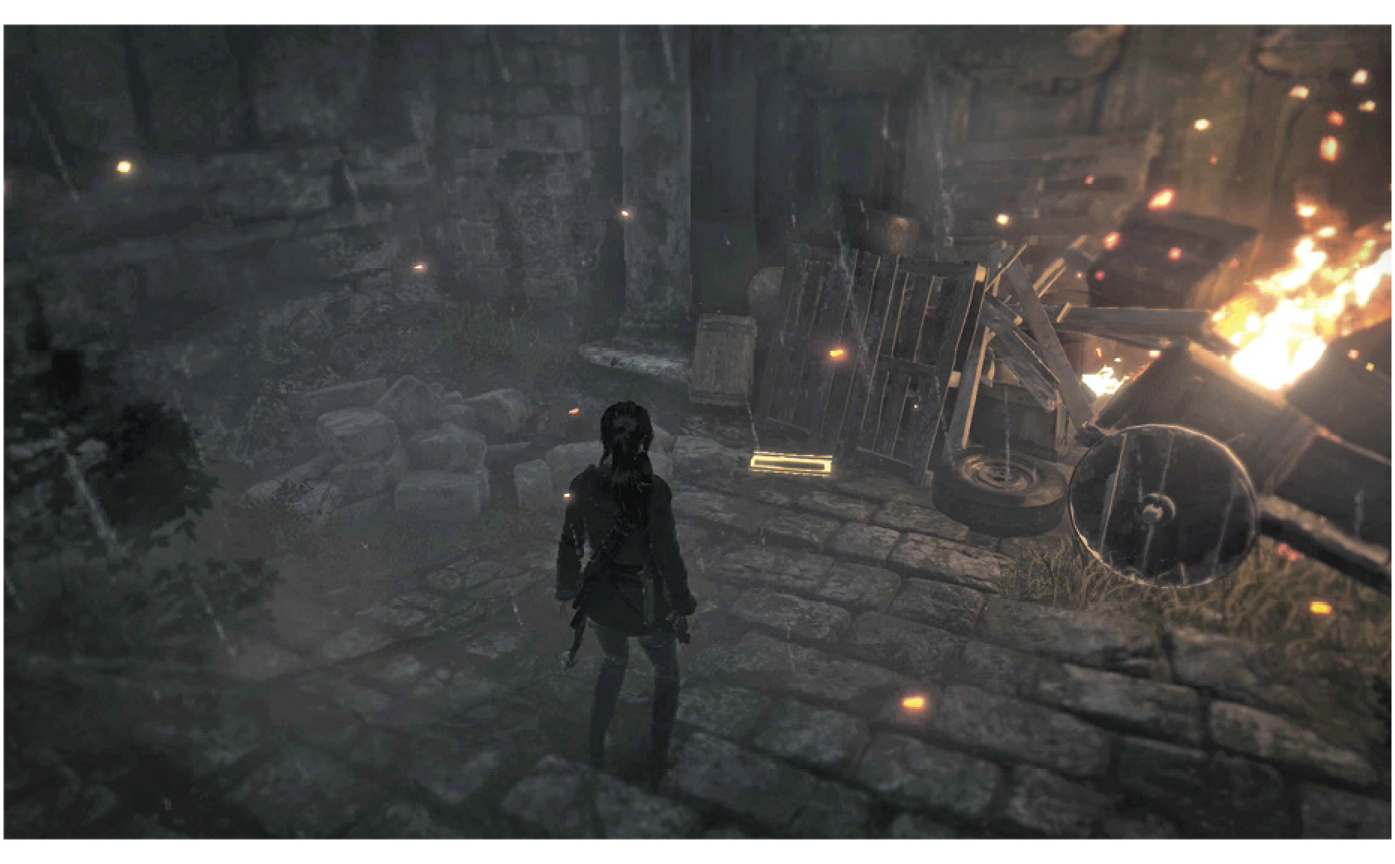
003 **004** W of Remnant Bazaar: There is a building with a **Strongbox** and a **Document** almost directly west from camp.



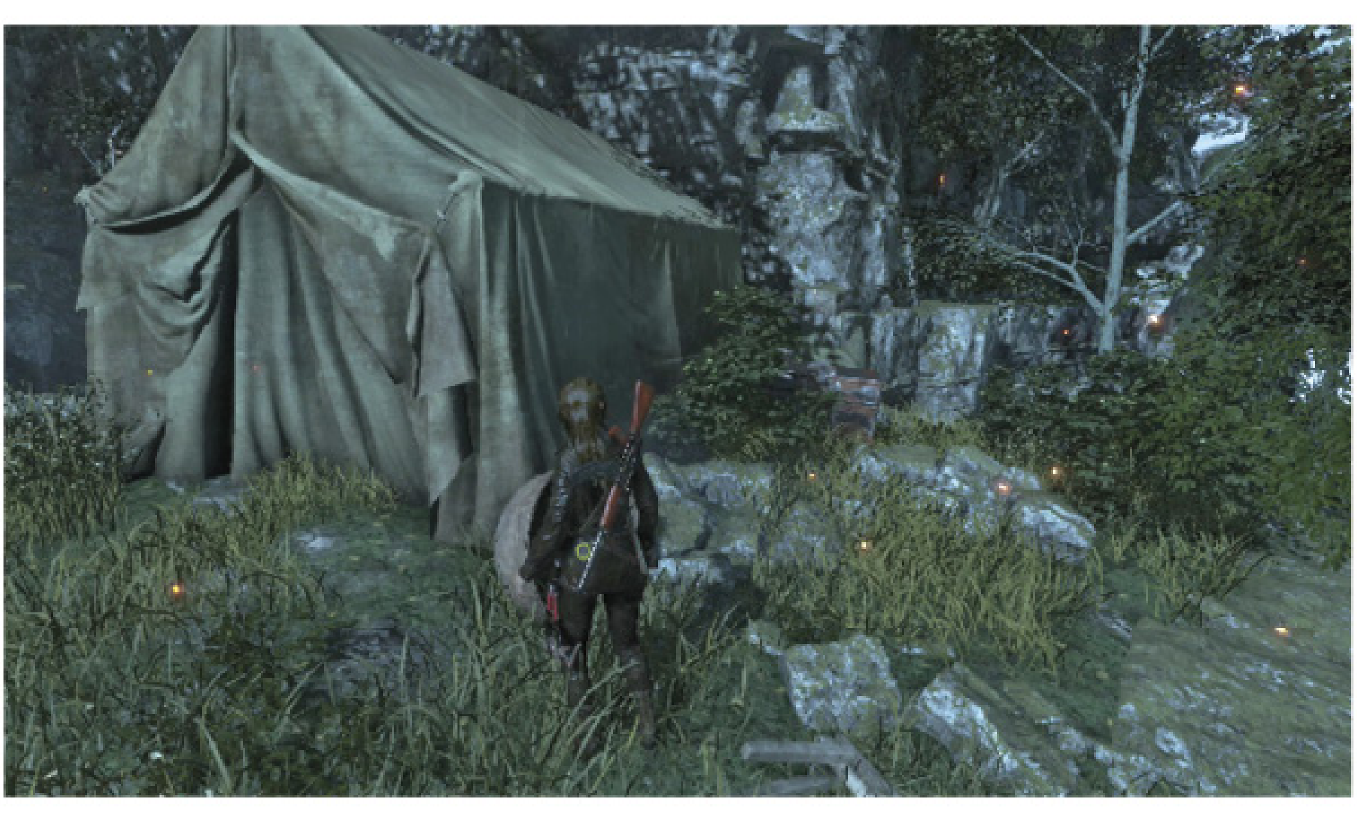
005 W of Remnant Bazaar: Climb onto a green hill and search for a **Coin Cache**.

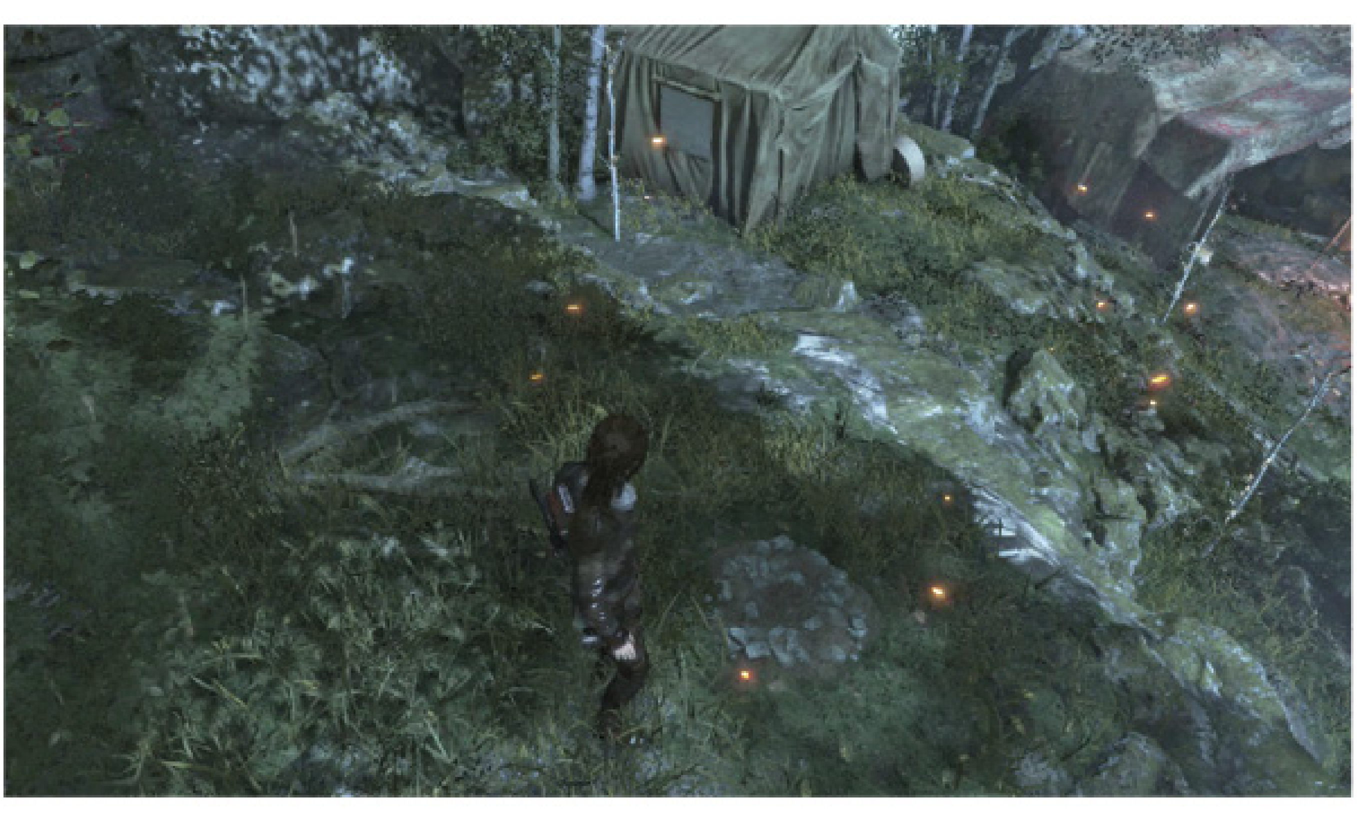


006 W of Remnant Bazaar: A **Survival Cache** is by a building along the southern edge of this area. The Cache itself is on the northern edge of that small tent.

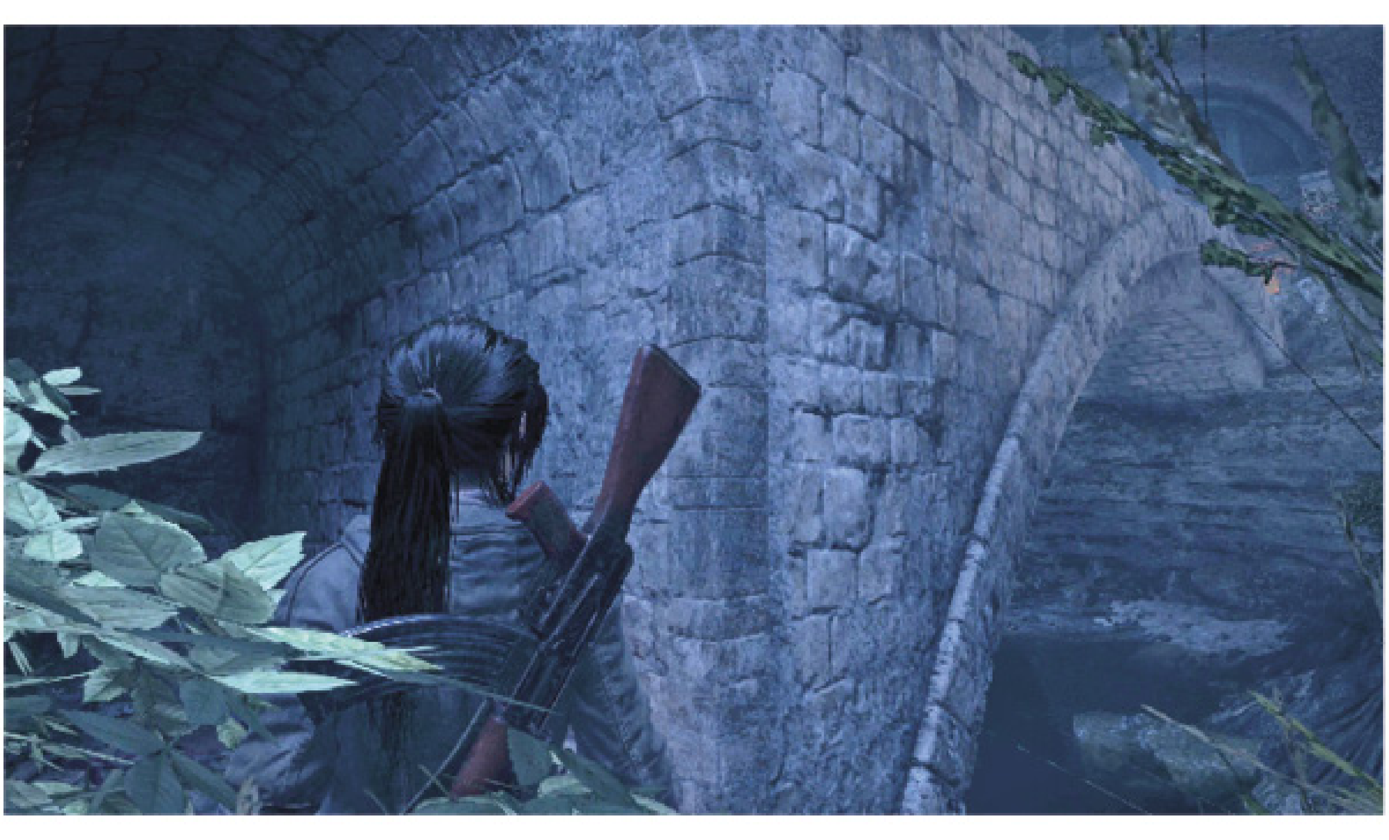


007 NW of Remnant Bazaar: A **Document** is on the northern wall of the area, near a burning pile of debris.

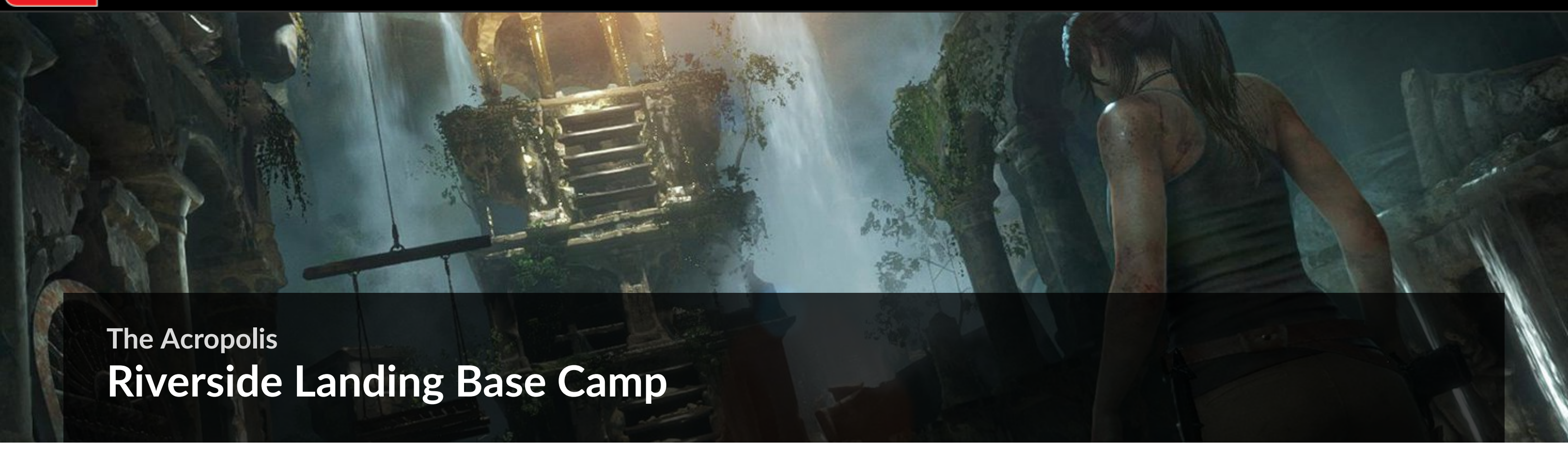




008 **009** NE of Remnant Bazaar: Look for a **Strongbox** along the eastern wall of the map, close to this camp. It’s behind a green tent and a small tree. You need a Lock Pick to open it. Northwest from that spot, you also get a **Survival Cache**.

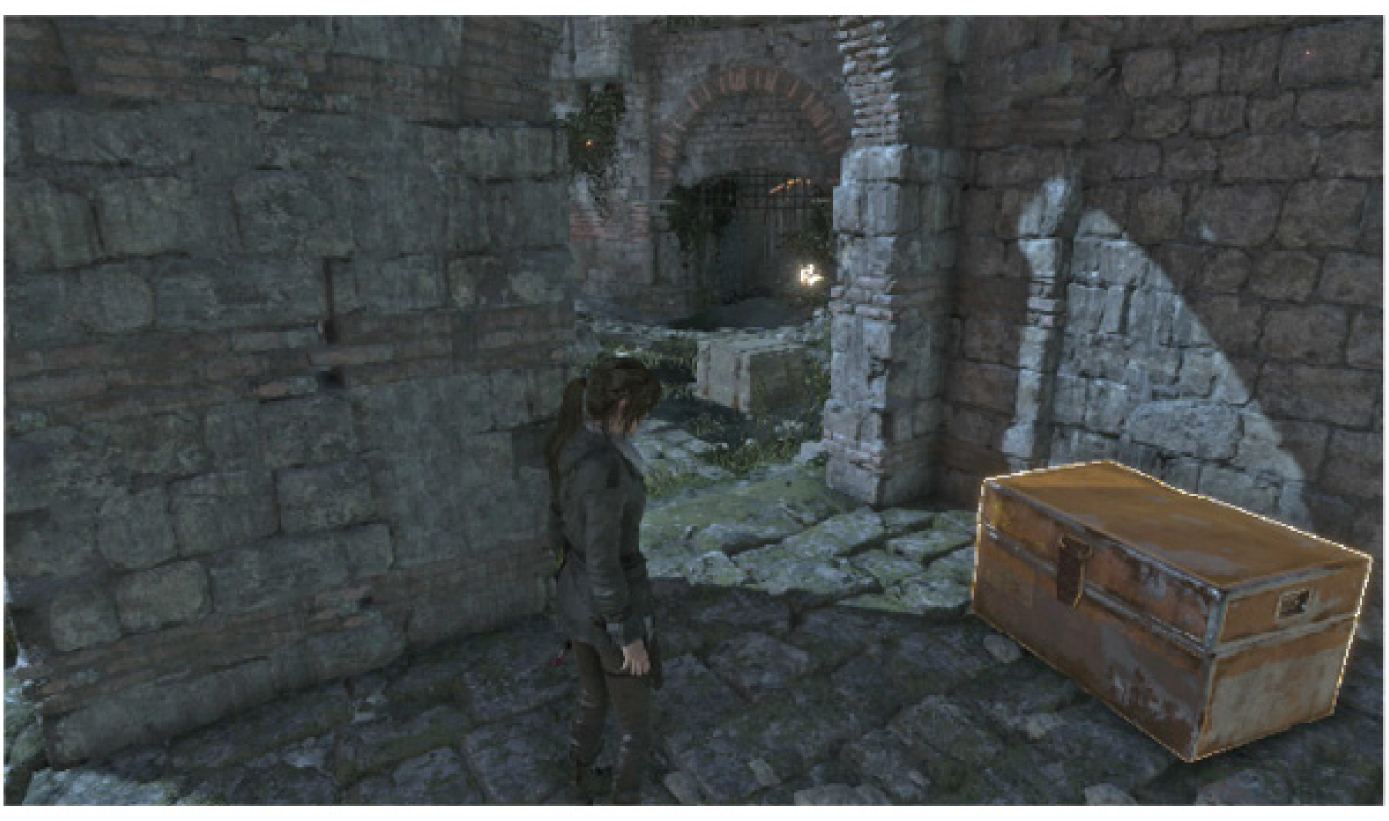


010 Far NW of Remnant Bazaar: Look underneath the bridge when you come into this map from Geothermal Valley. There is a small cubby in the shallow water below, and a **Document** is hidden within.

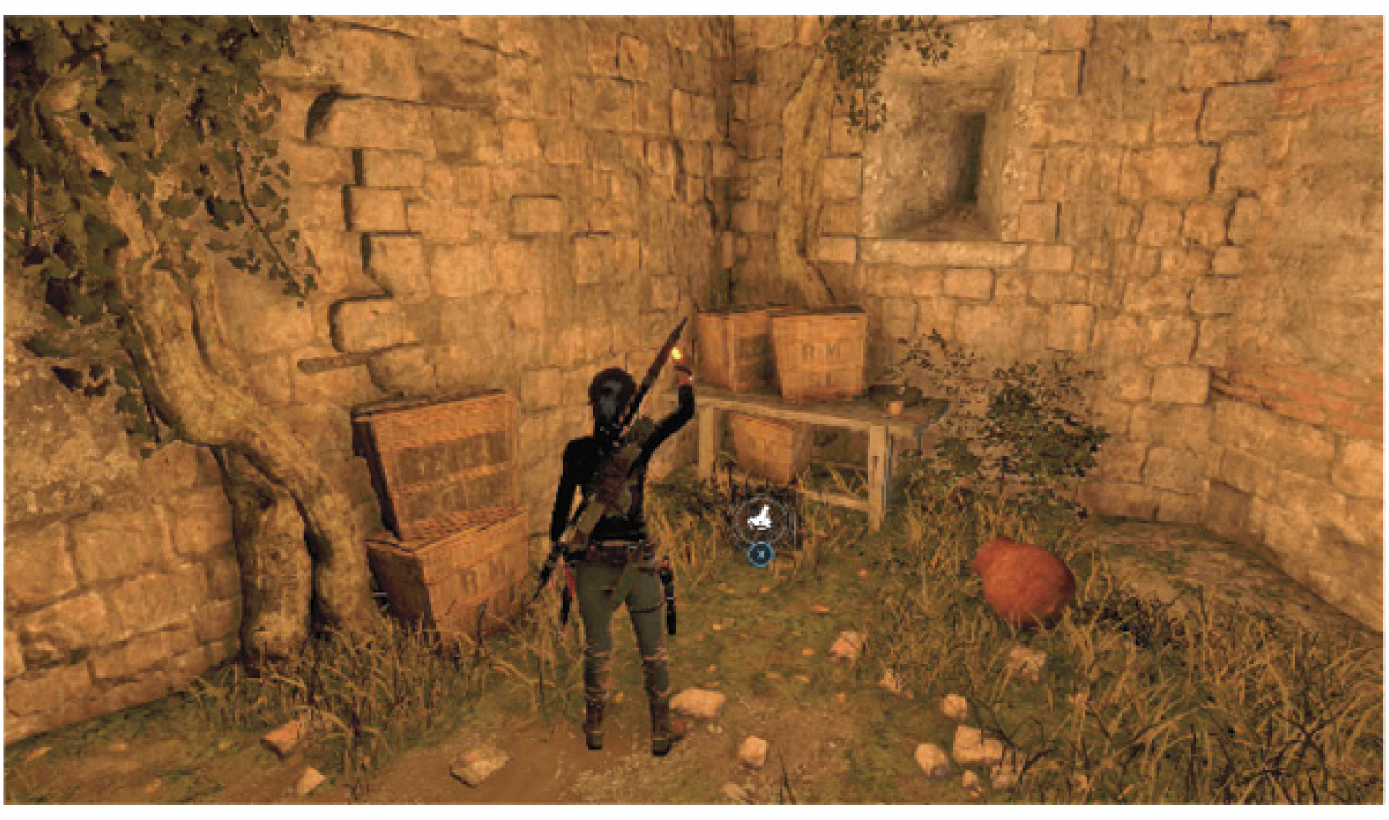


The Acropolis

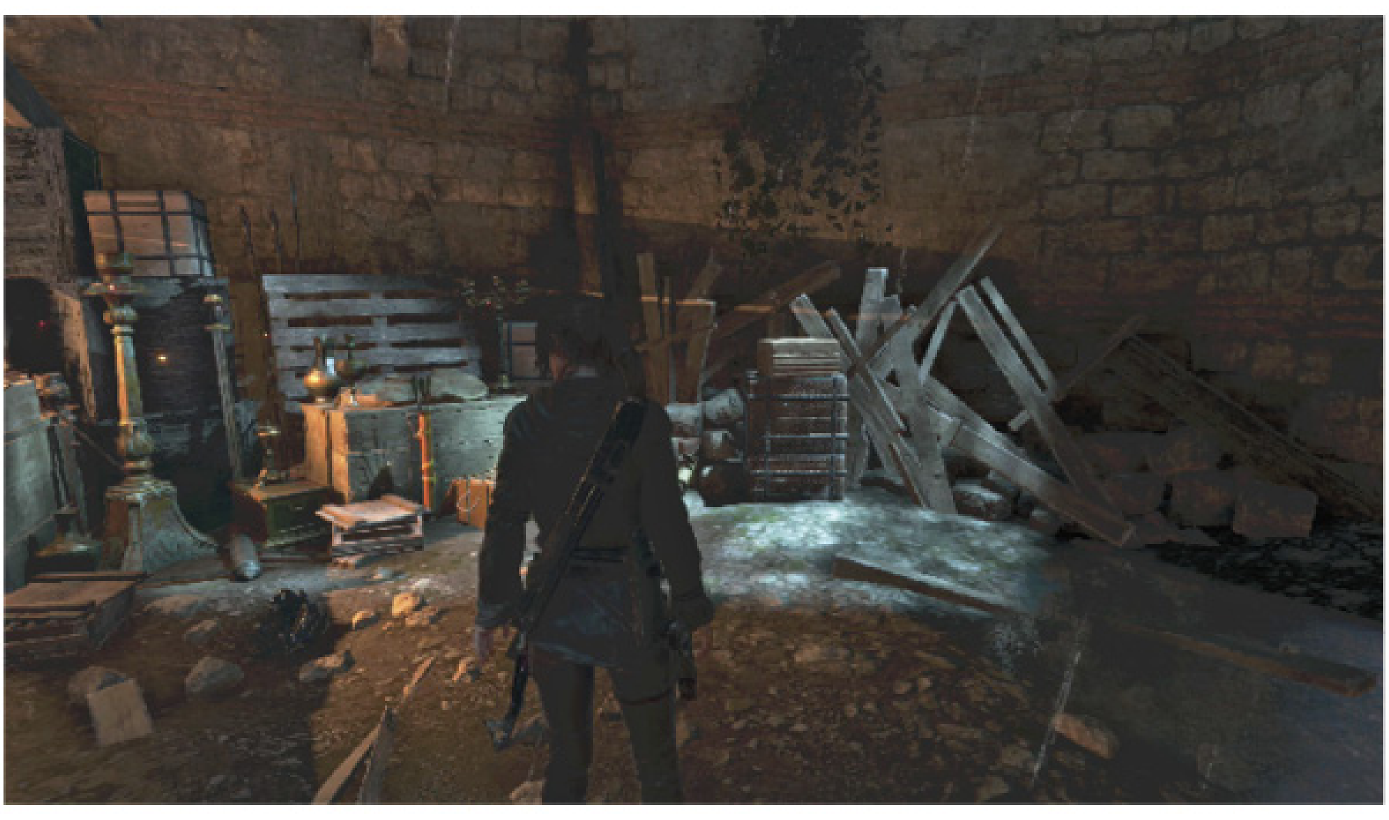
Riverside Landing Base Camp



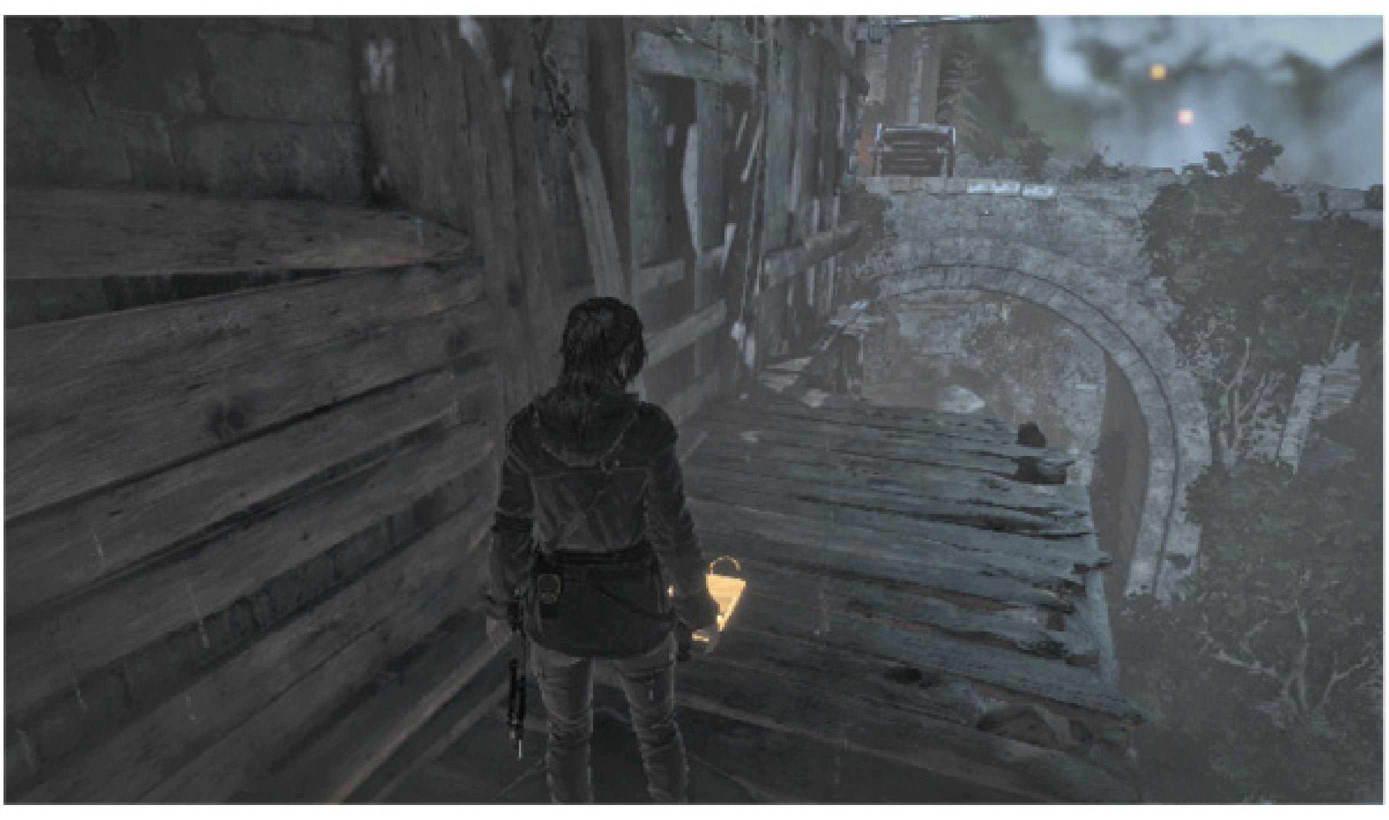
011 SE of Riverside Landing:A **Strongbox** is on the eastern side of the path as you head toward Tower Courtyard's portion of the map. It's in the first combat area you reach after the damaged bridge.



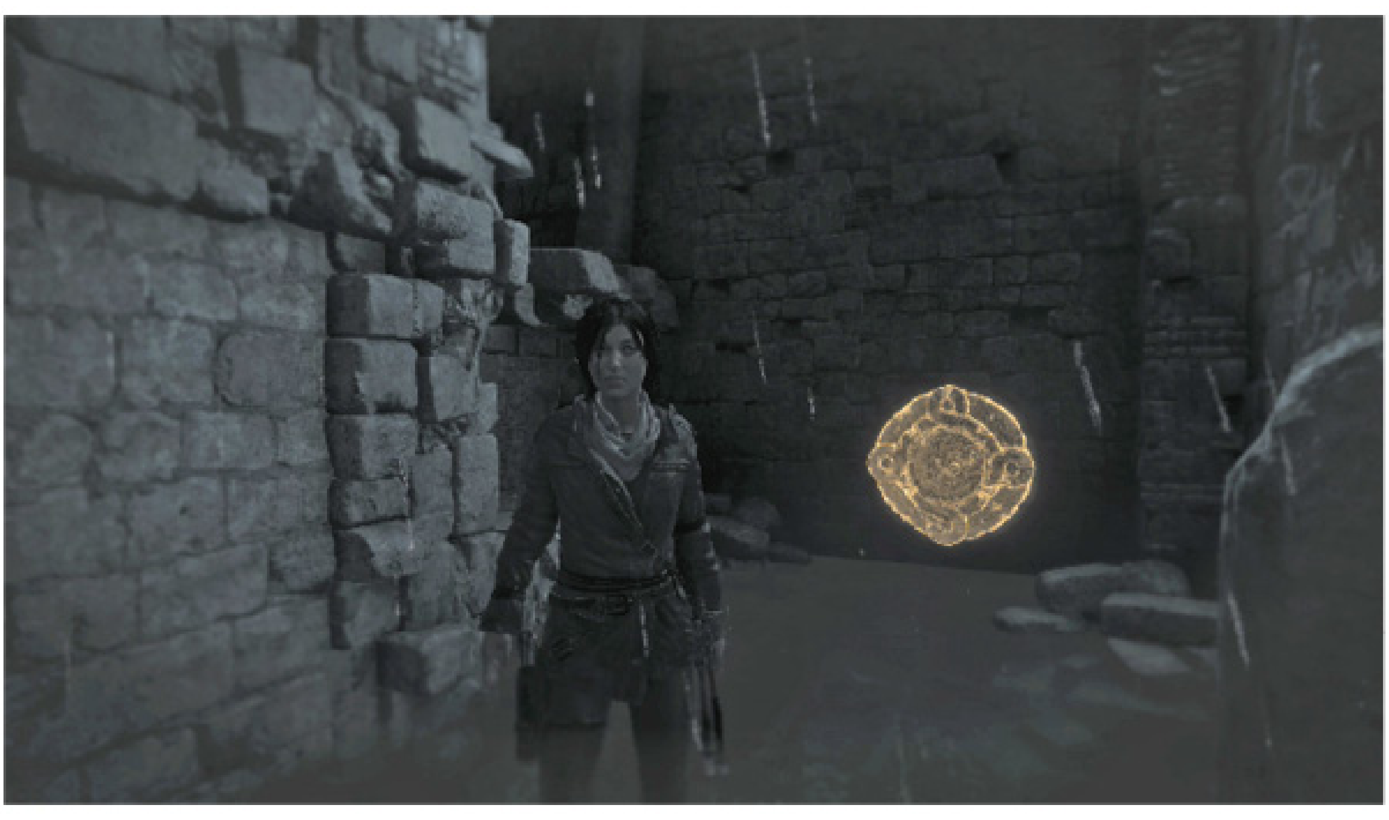
012 N of Riverside Landing: Search a small patch of ground for a **Coin Cache.**



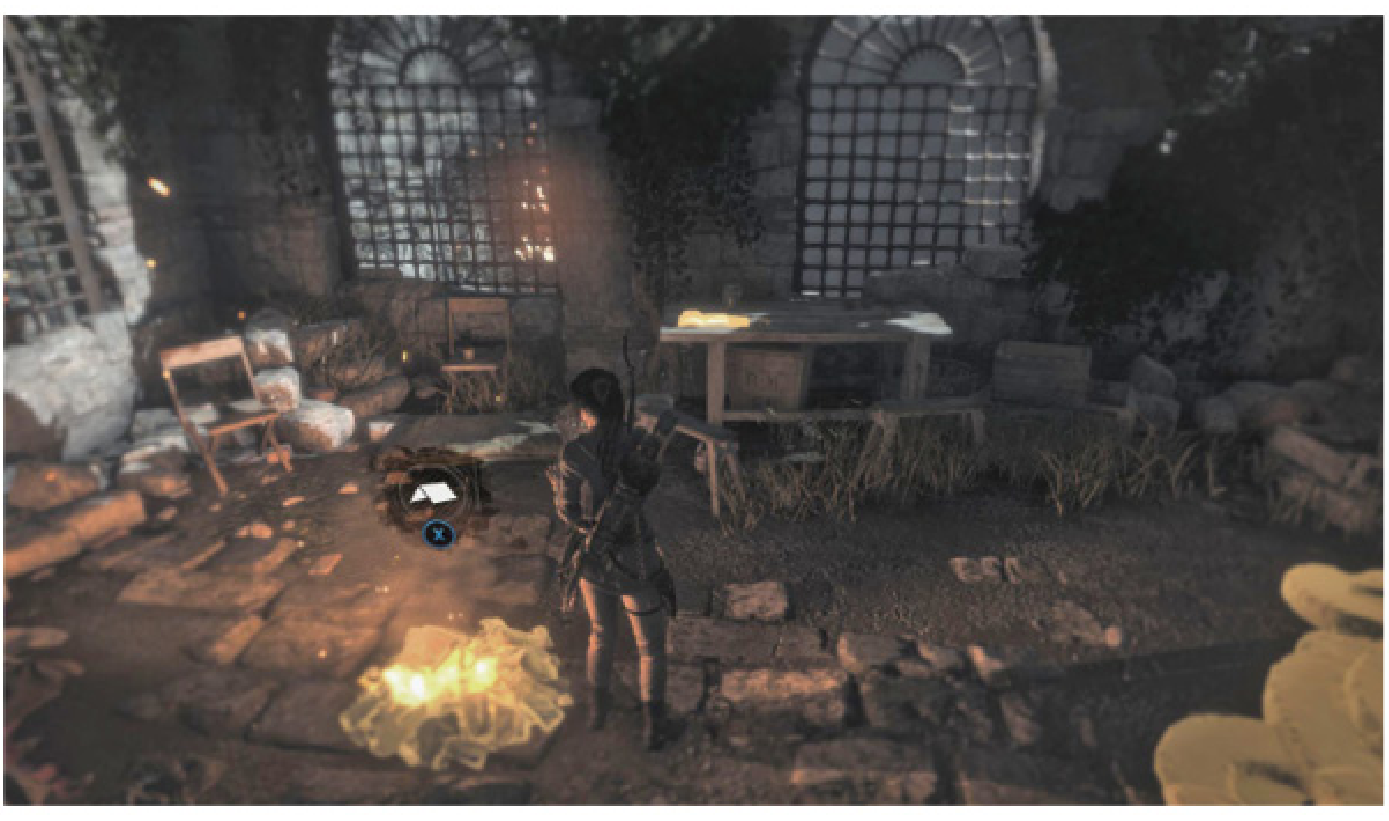
013 N of Riverside Landing: The underground area where you first find Grenade Arrows has a **Relic** against the wall.



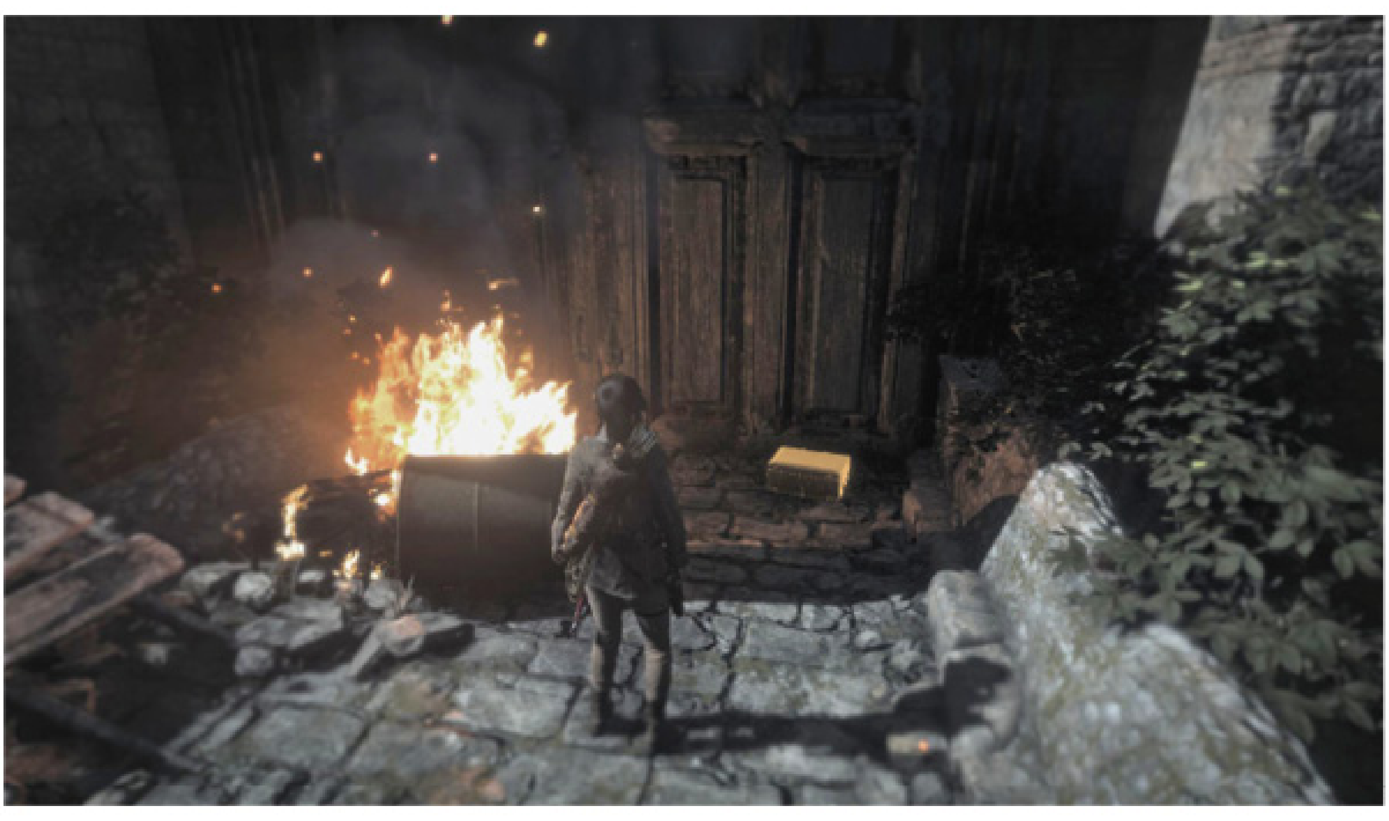
014 NE of Riverside Landing: You find a **Document** to the east of the last Relic. It's on an outdoor platform with small beams leading to it.



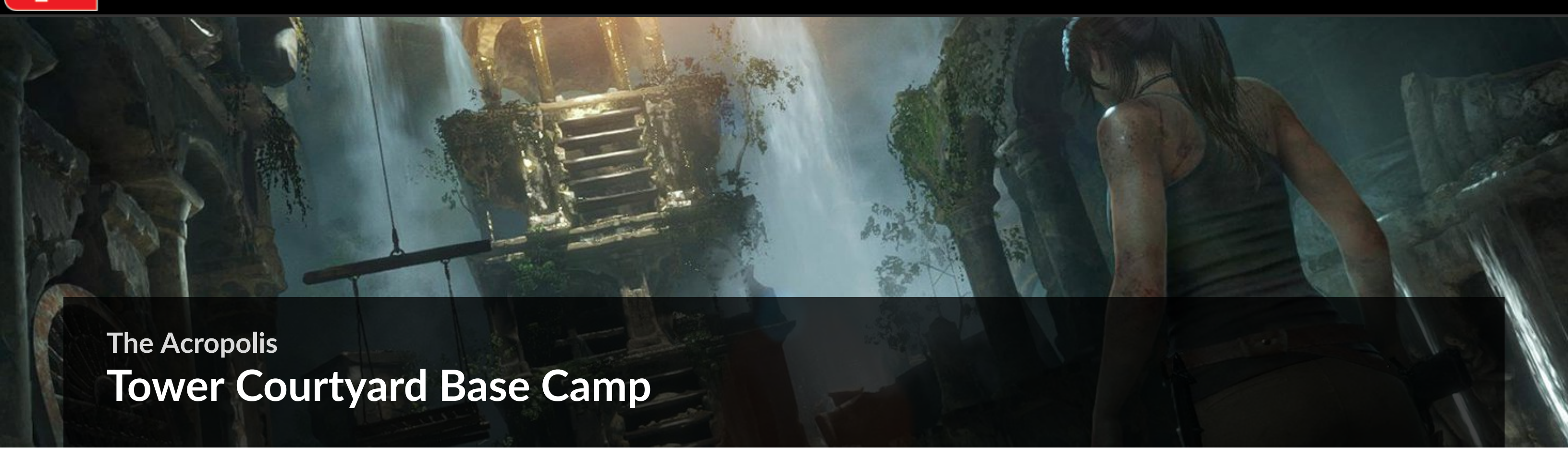
015 N of Riverside Landing: A **Mural** is in a submerged area, a couple rooms away from camp.



016 Almost in Riverside Landing: You find a **Document** along the southern wall of the map here.

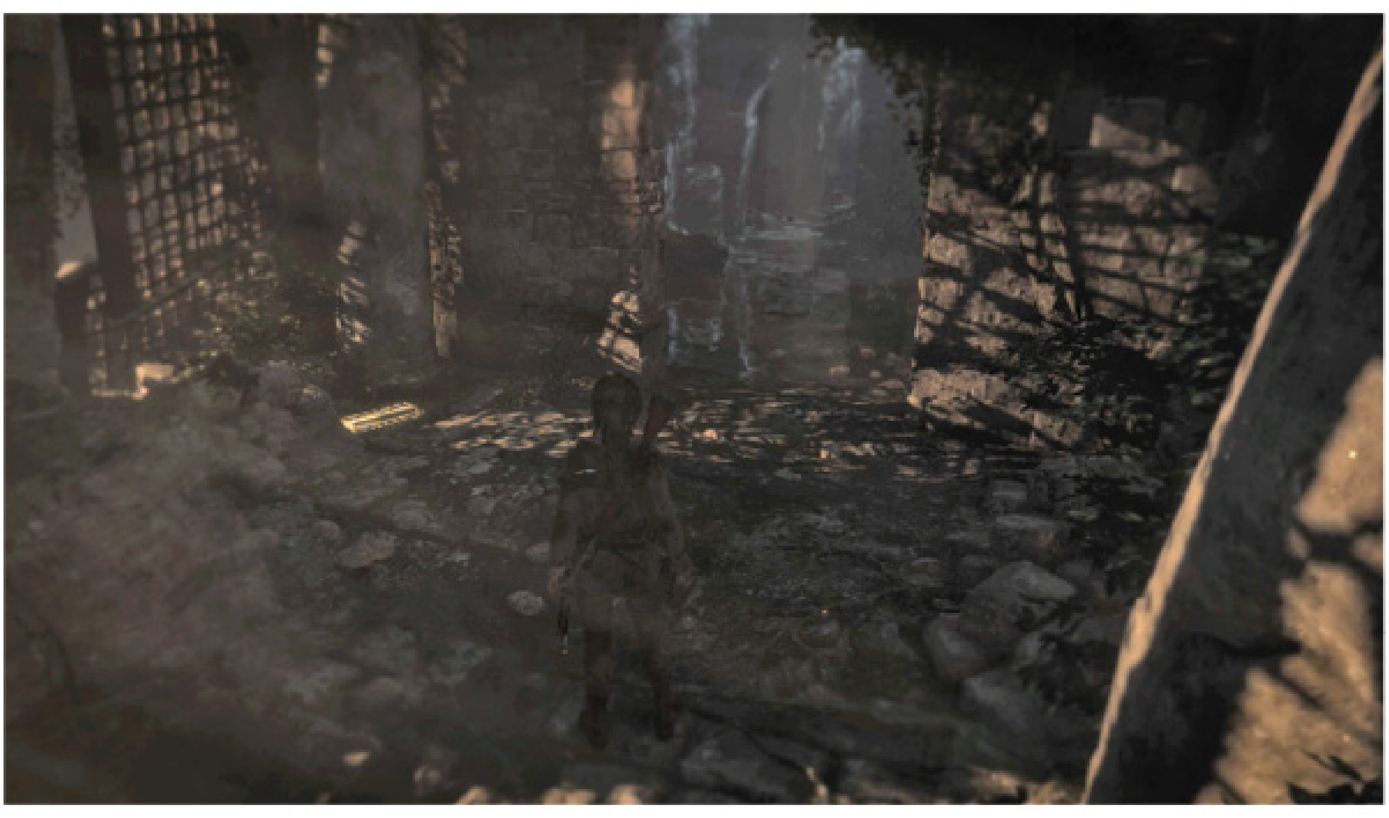


017 NE of Riverside Landing: A **Relic** is on the damaged bridge that leads south toward Tower Courtyard.

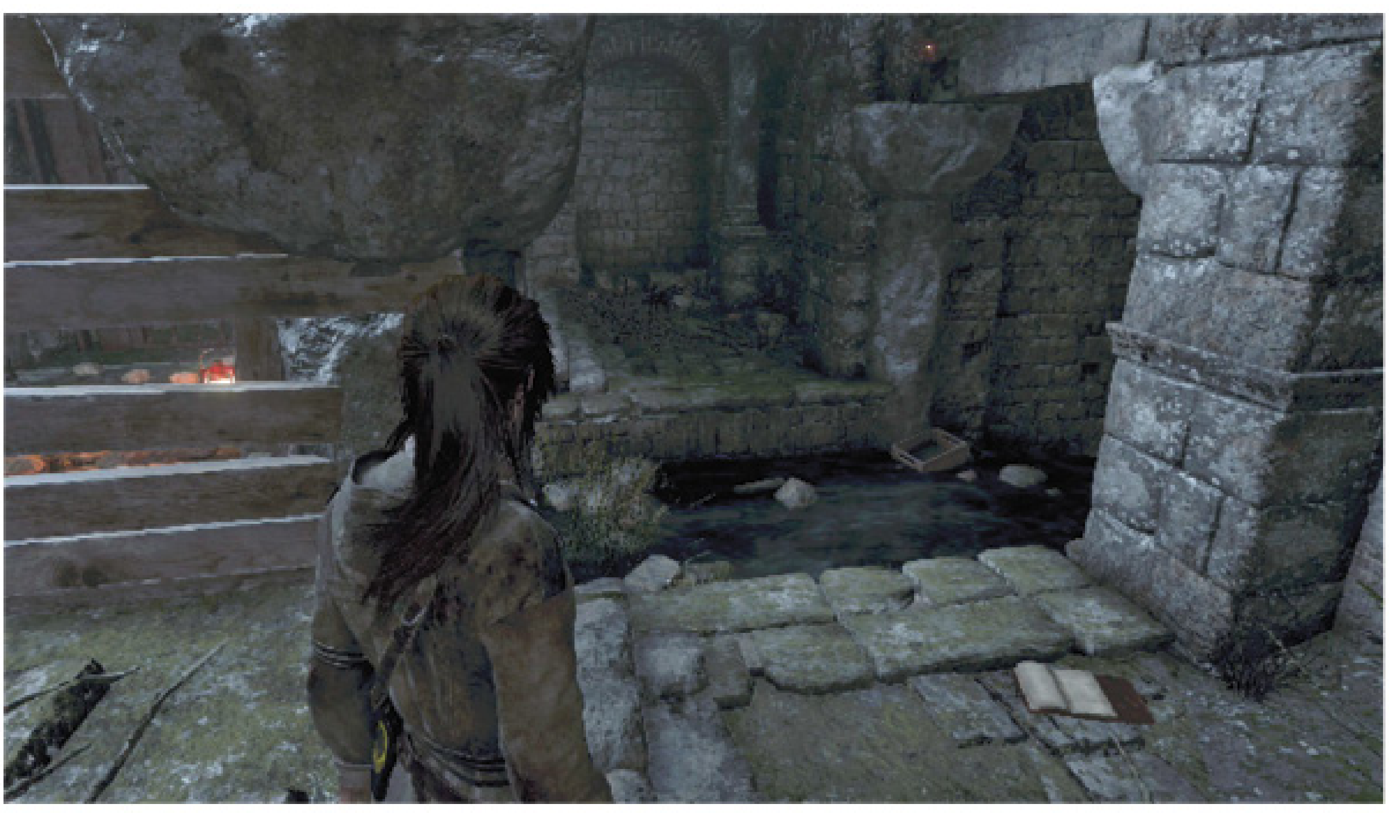


The Acropolis

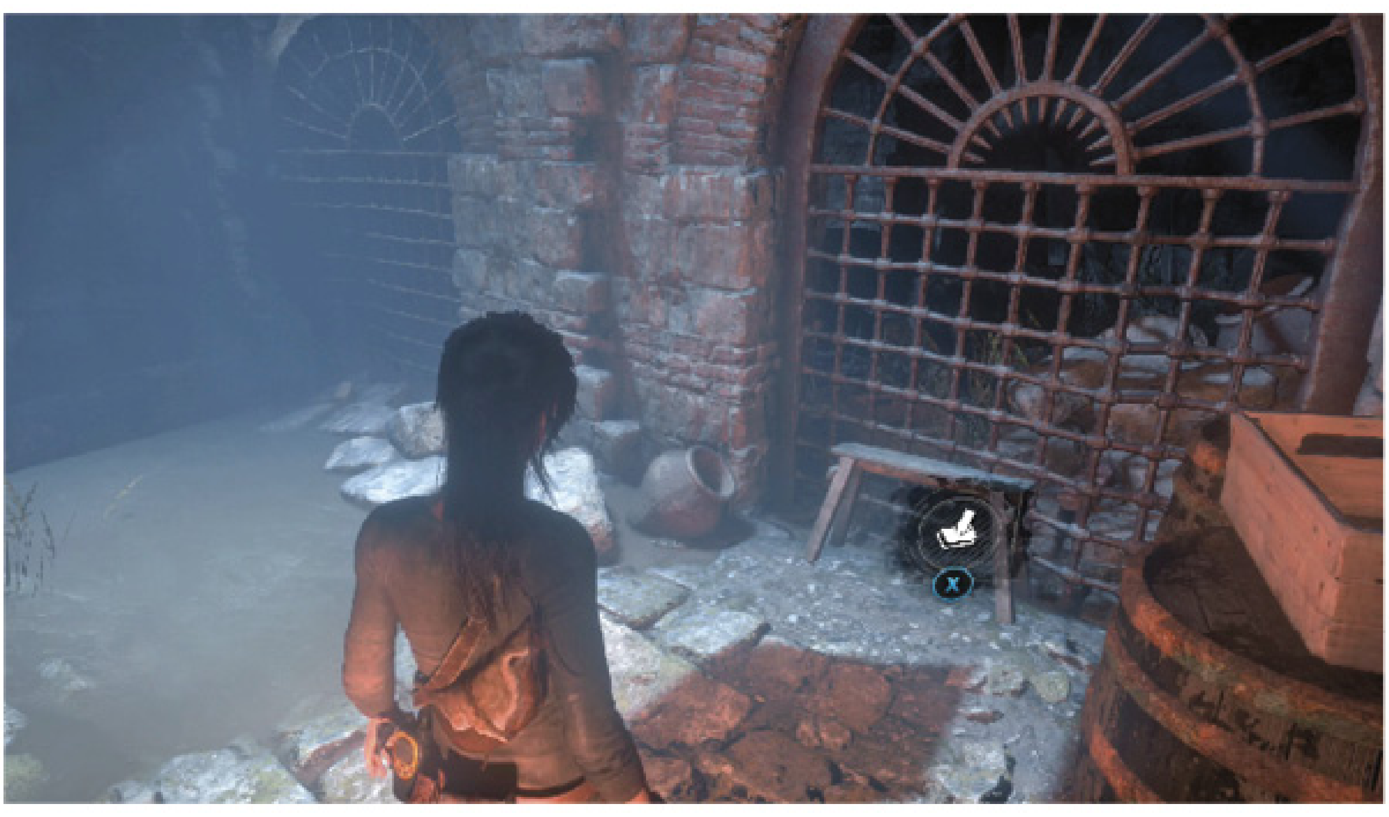
Tower Courtyard Base Camp



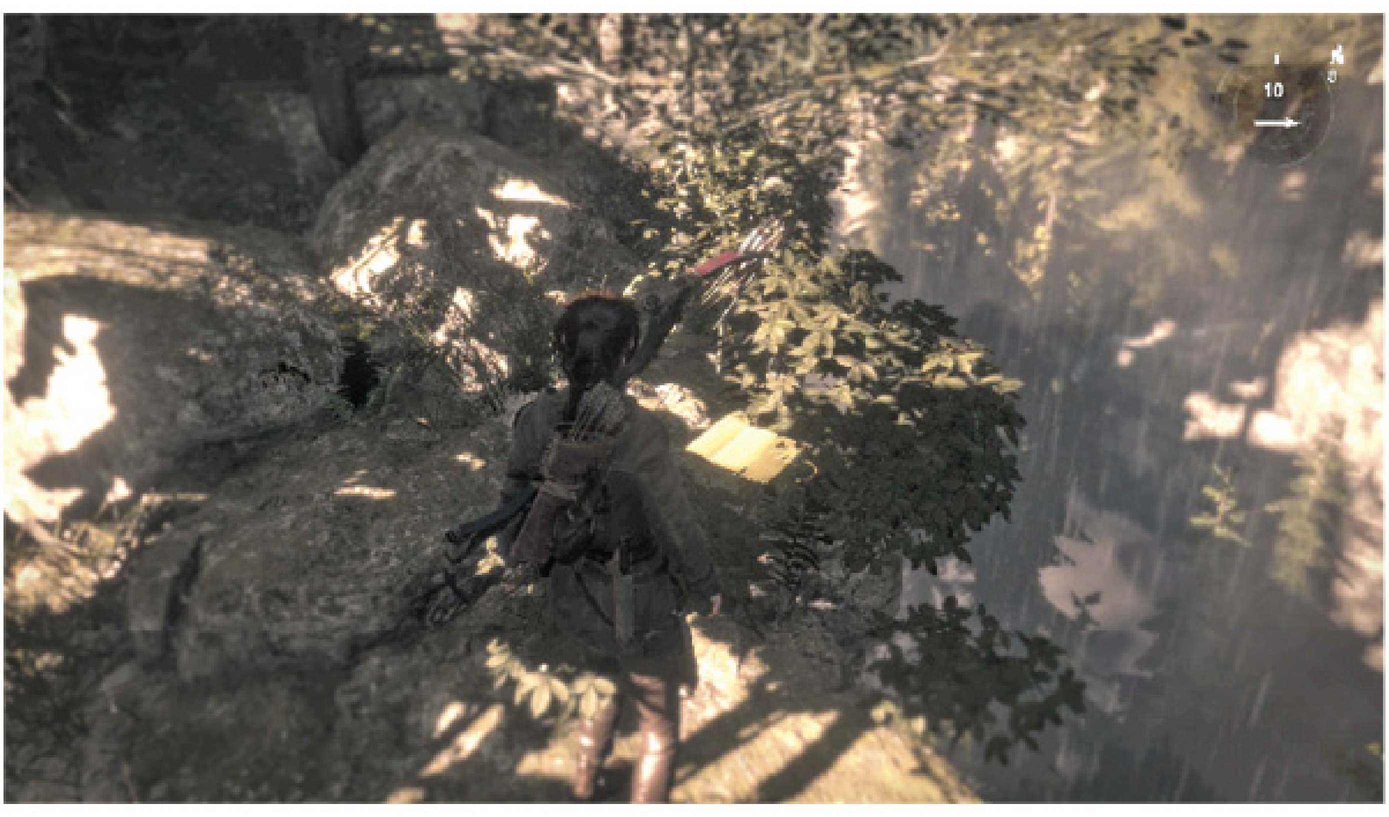
018 W of Tower Courtyard: Search the southern side of the path that leads west from the base camp. There is a **Document** about halfway to the old building.



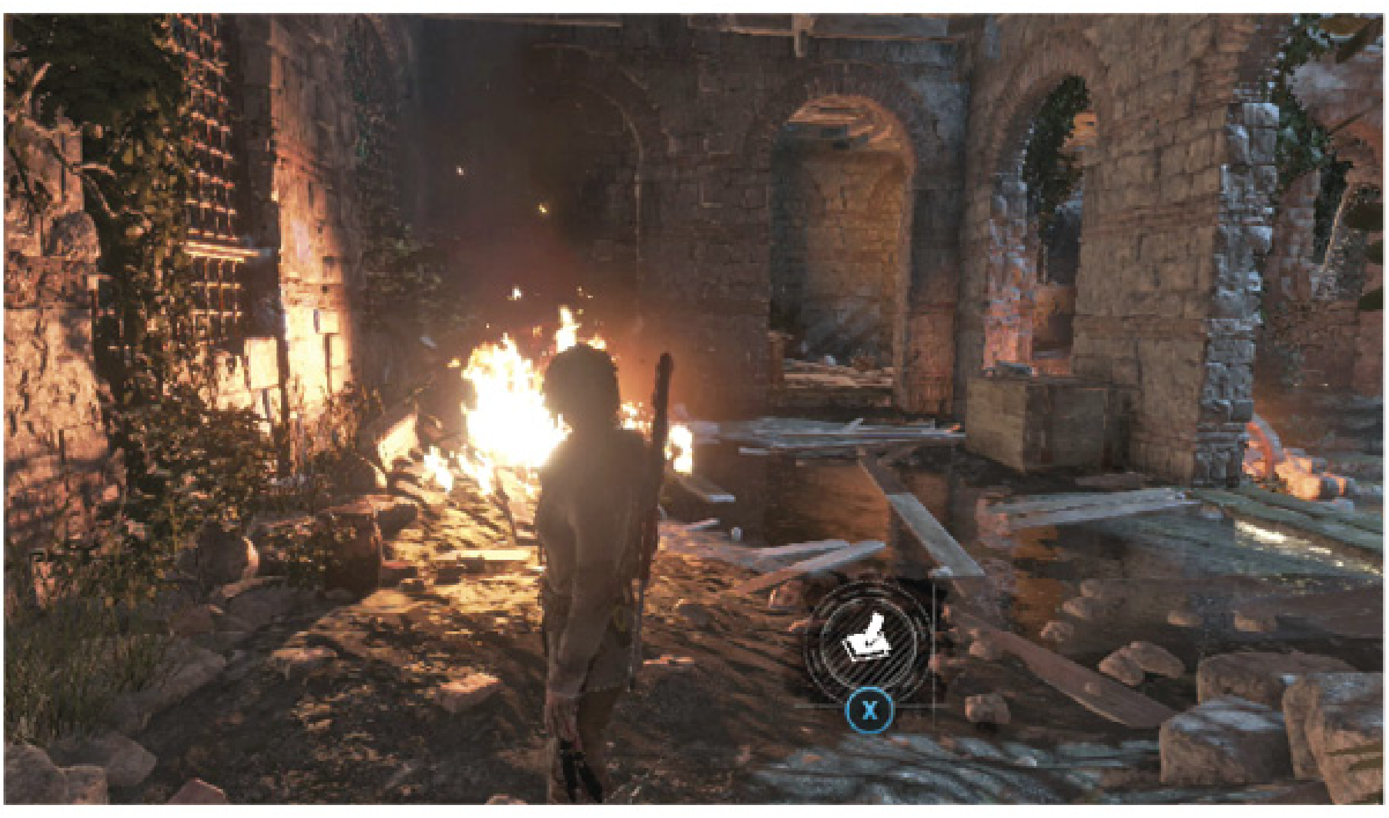
019 W of Tower Courtyard: Look in the basement of an old building for a **Document**.



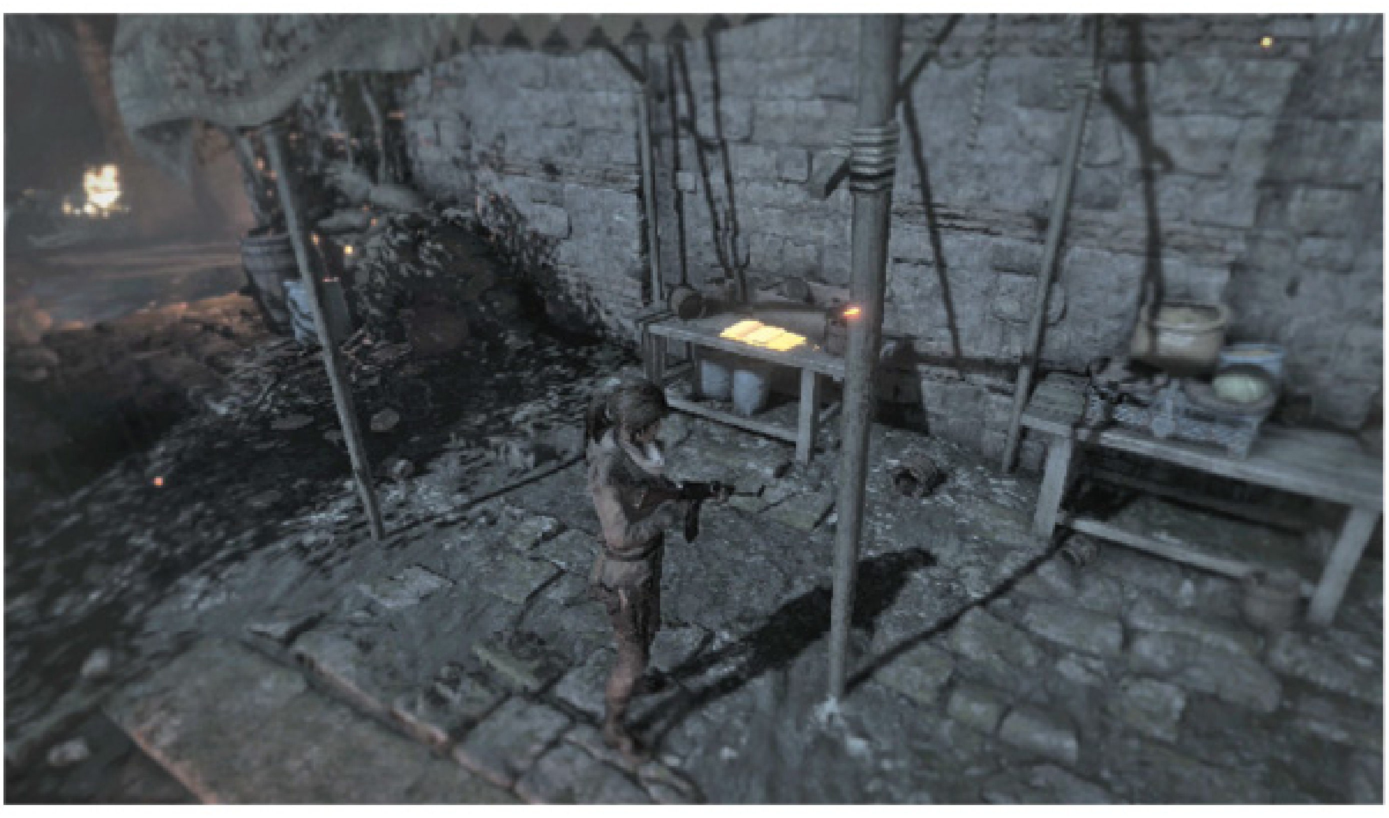
020 Far W of Tower Courtyard: Farther West from the Document above, you find a **Coin Cache**. It's in a very bendy section of the lower tunnels.



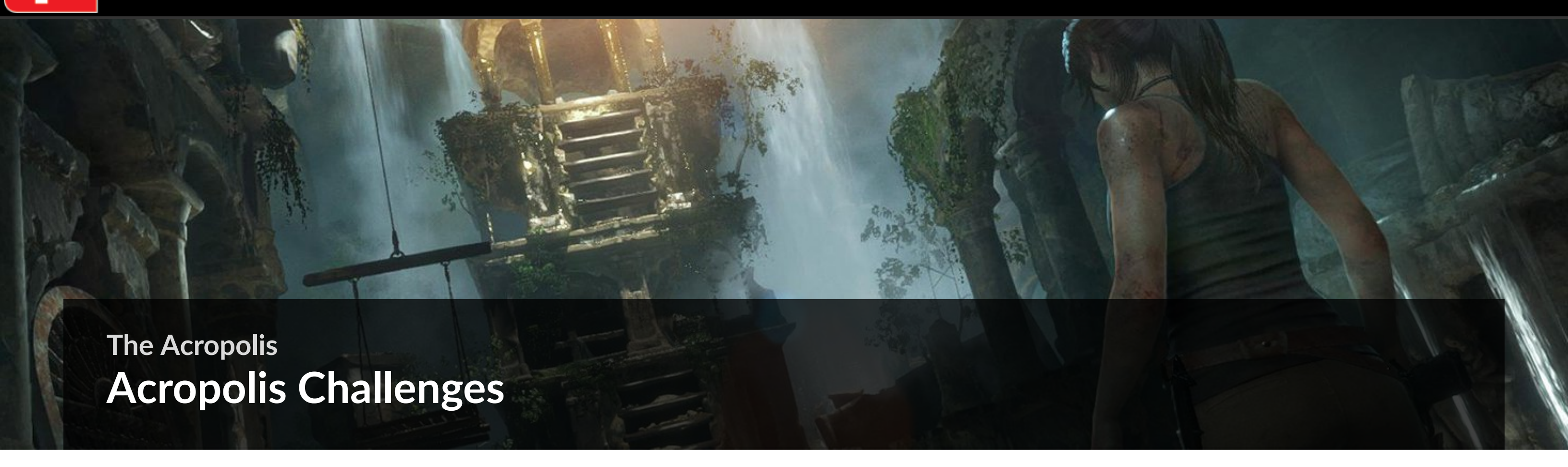
021 Far NW of Tower Courtyard: A long stretch of cliffs leads to the map's exit. Look in the bushes at the southern end of that final stretch of land to find a **Document**.



022 NE of Tower Courtyard: Look on the floor of a tiny building for a **Survival Cache**.



023 E of Tower Courtyard: A **Document** is only a few feet away from the camp.

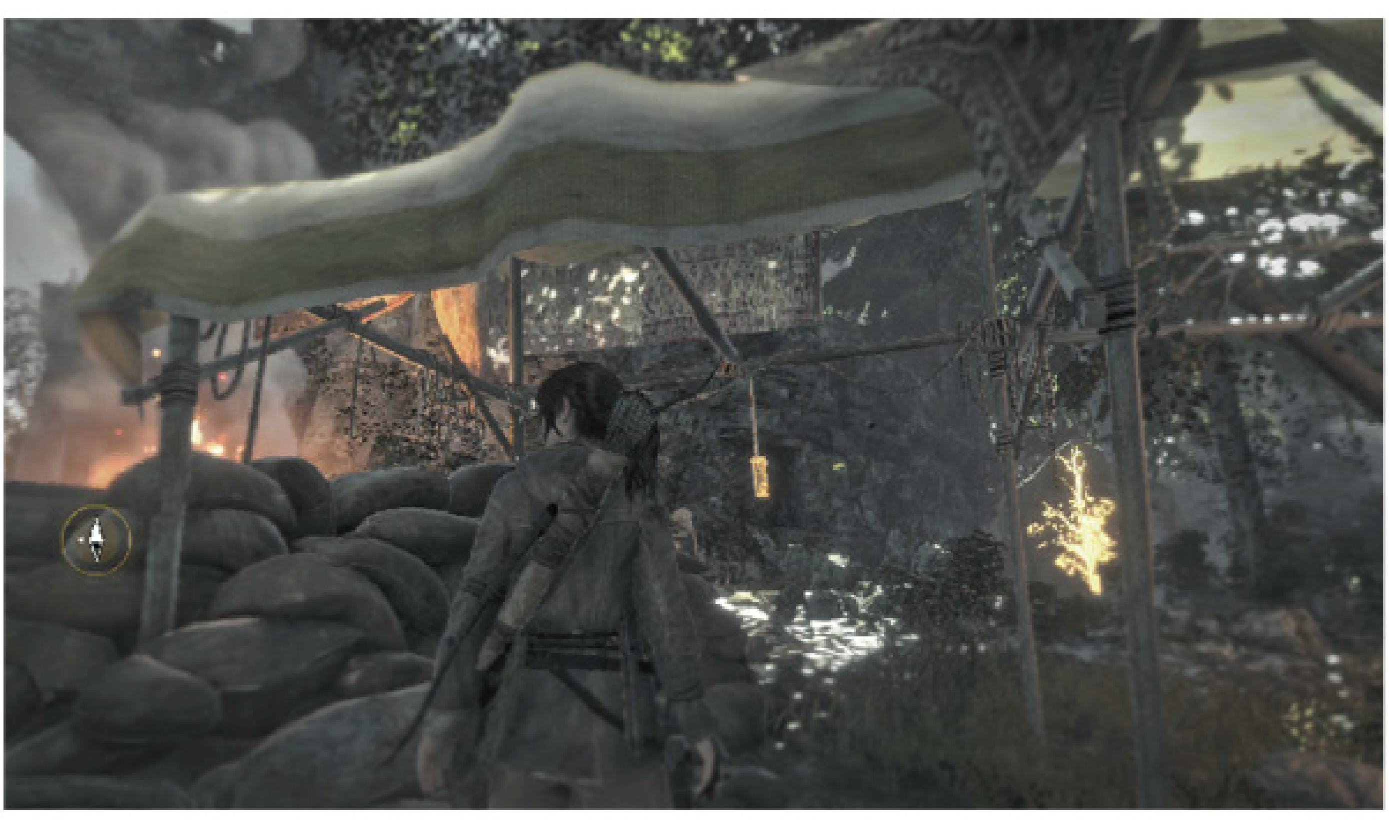


The Acropolis

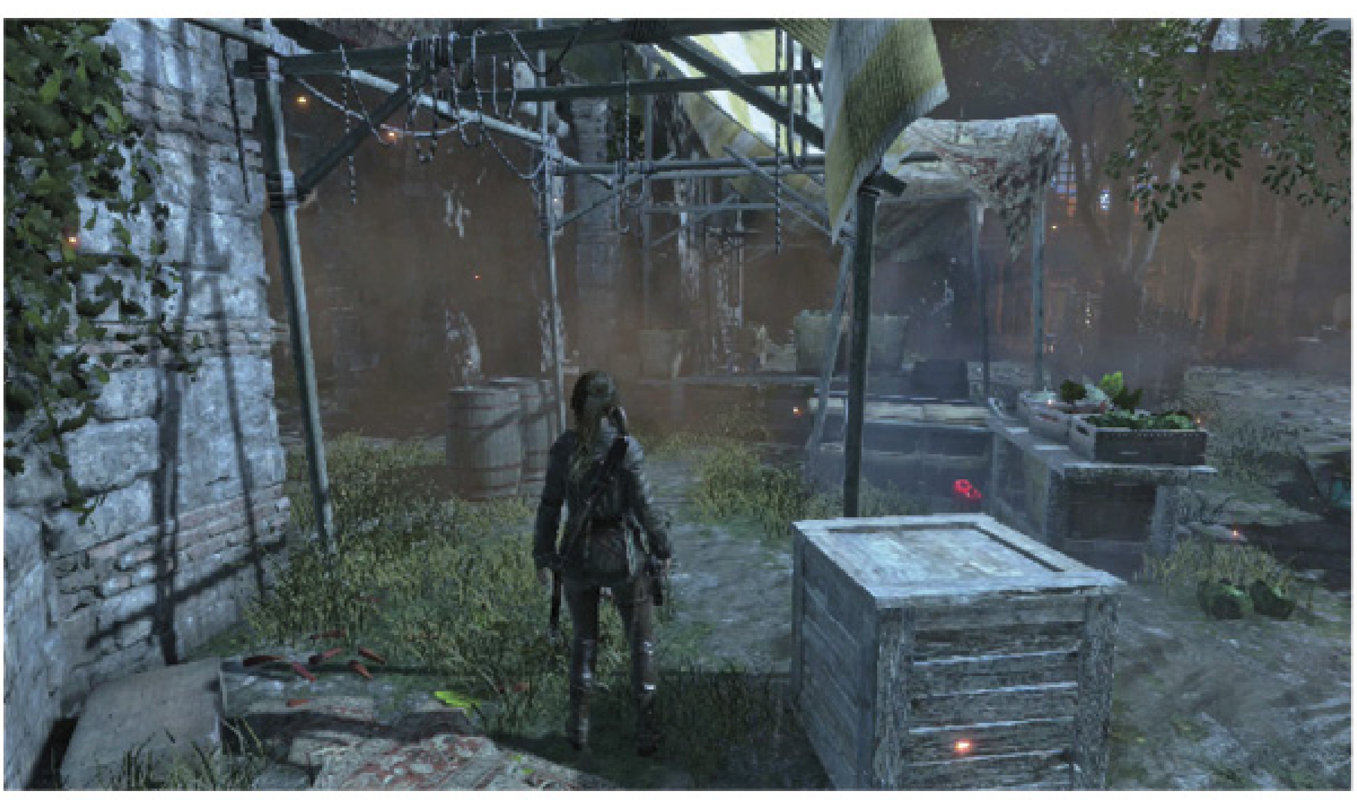
Acropolis Challenges

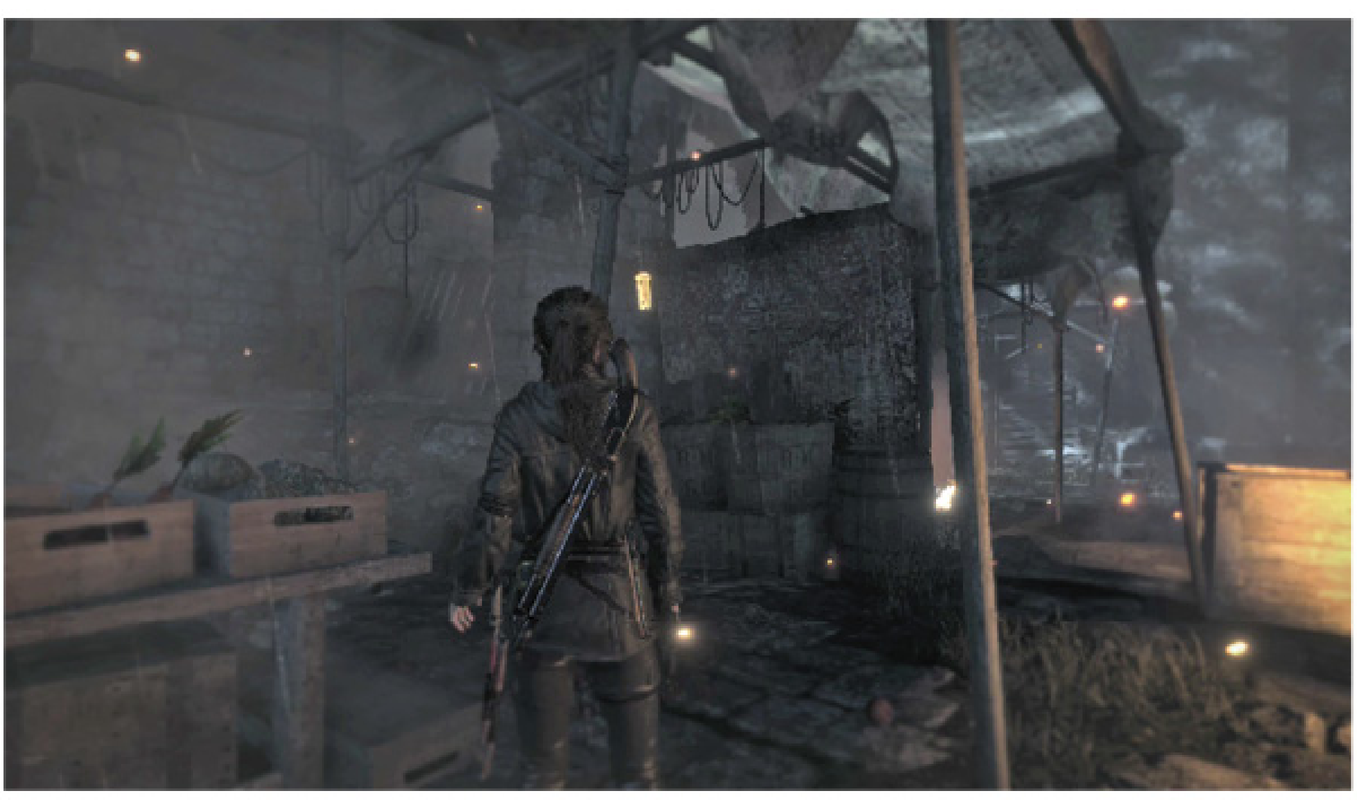
CUT SHORT

There are six Walkie Talkies hidden around the Acropolis. Cut them down any time you see one of them and gain extra experience. Follow the map to find all of these; they're easiest to see using Survival Instincts at night, but any time will do if you know where to look.

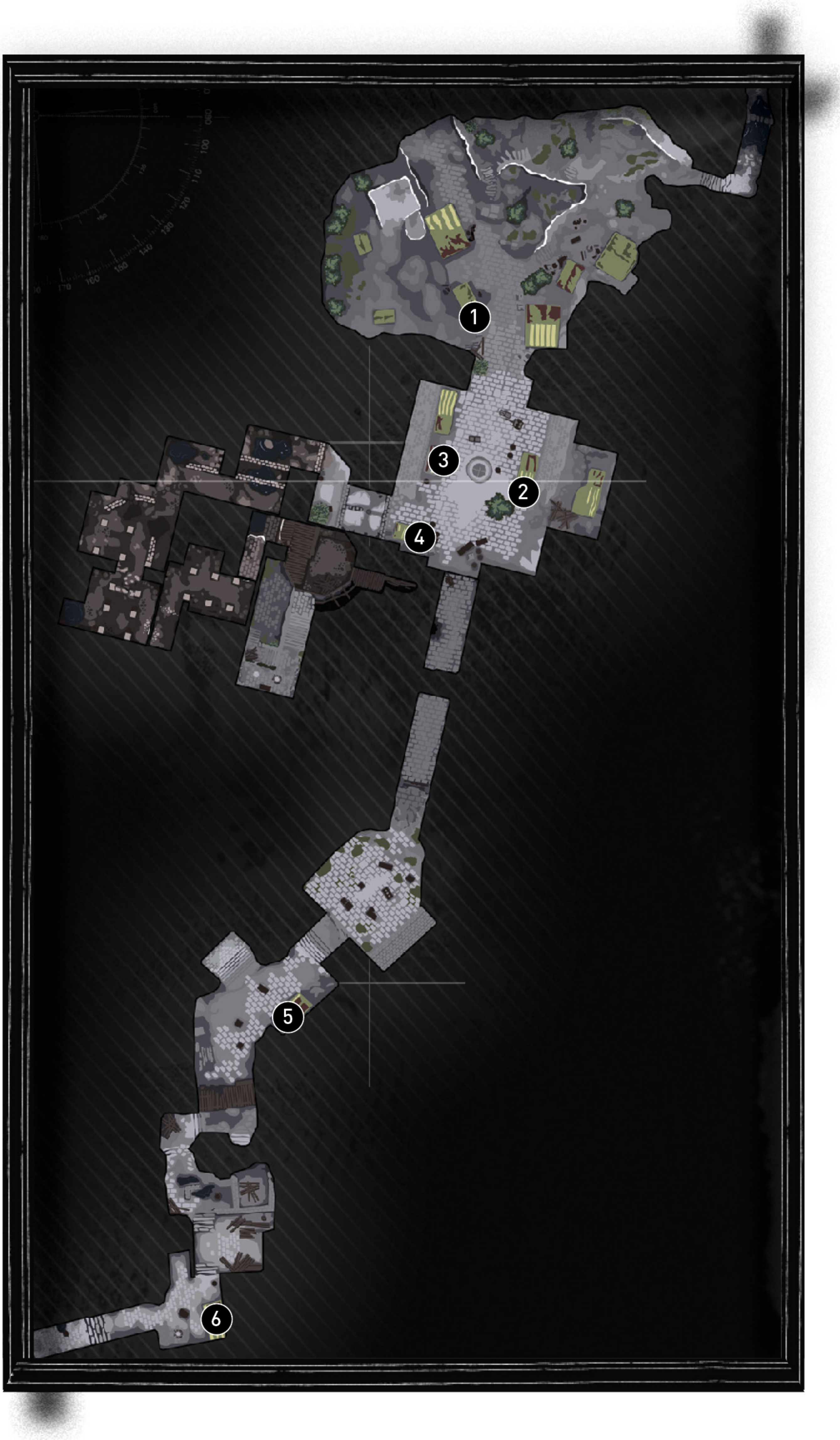


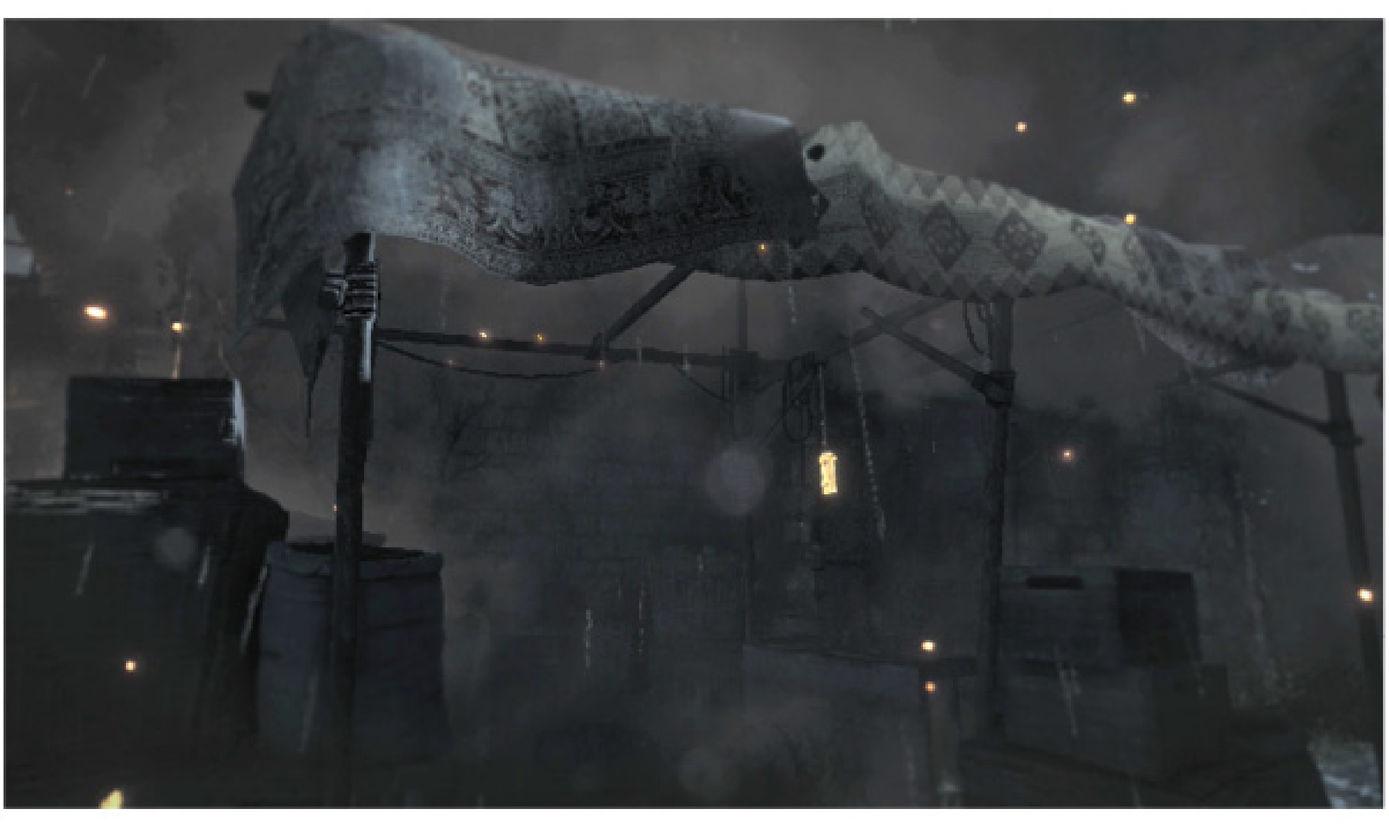
① W of Remnant Bazaar: Look on the right side of the path before you leave the first half of the Bazaar area.



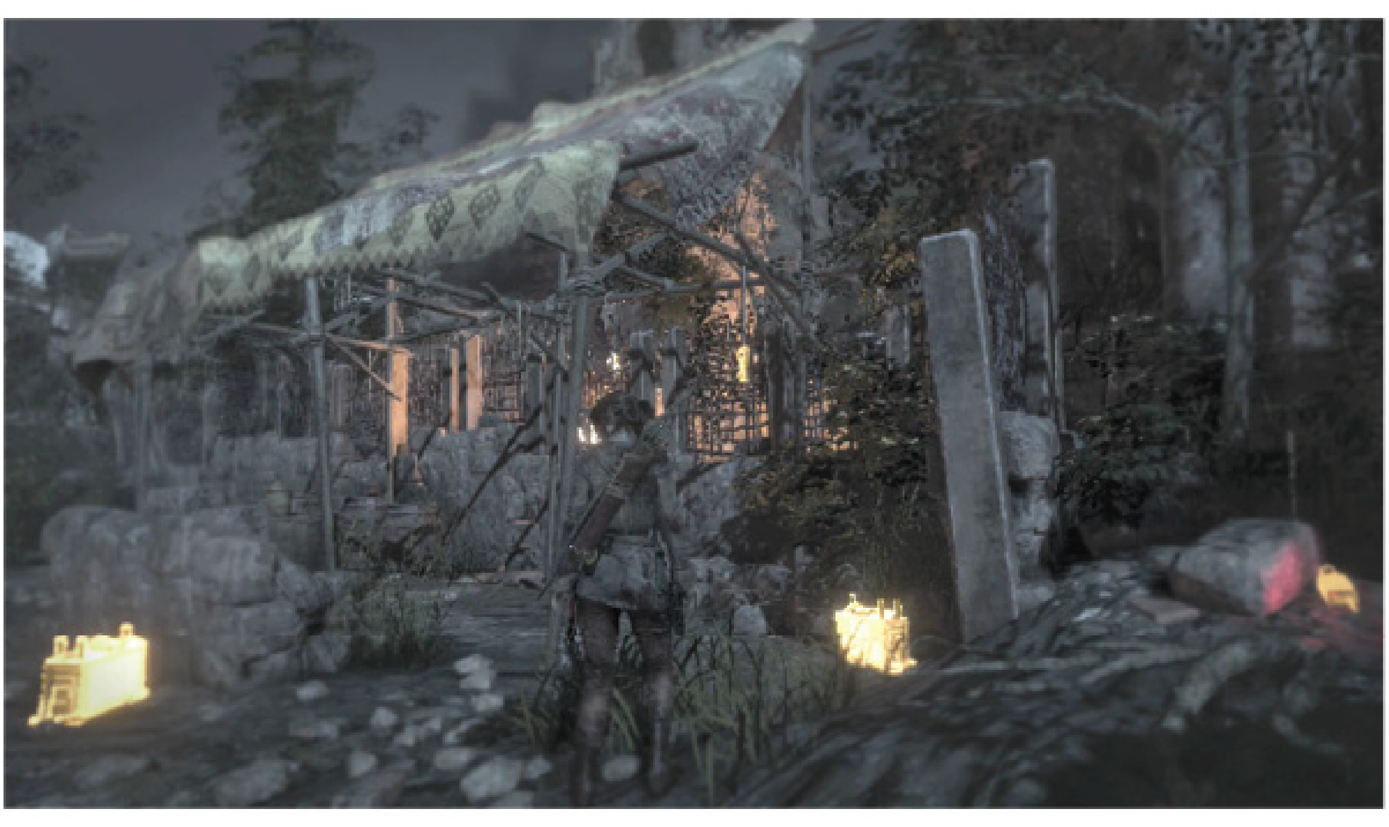


② ③ S of Remnant Bazaar: Enter the lower portion of the bazaar. Look to the left and right side of the central area (the tiny circle on the map). There are two Walkie-Talkies right here.

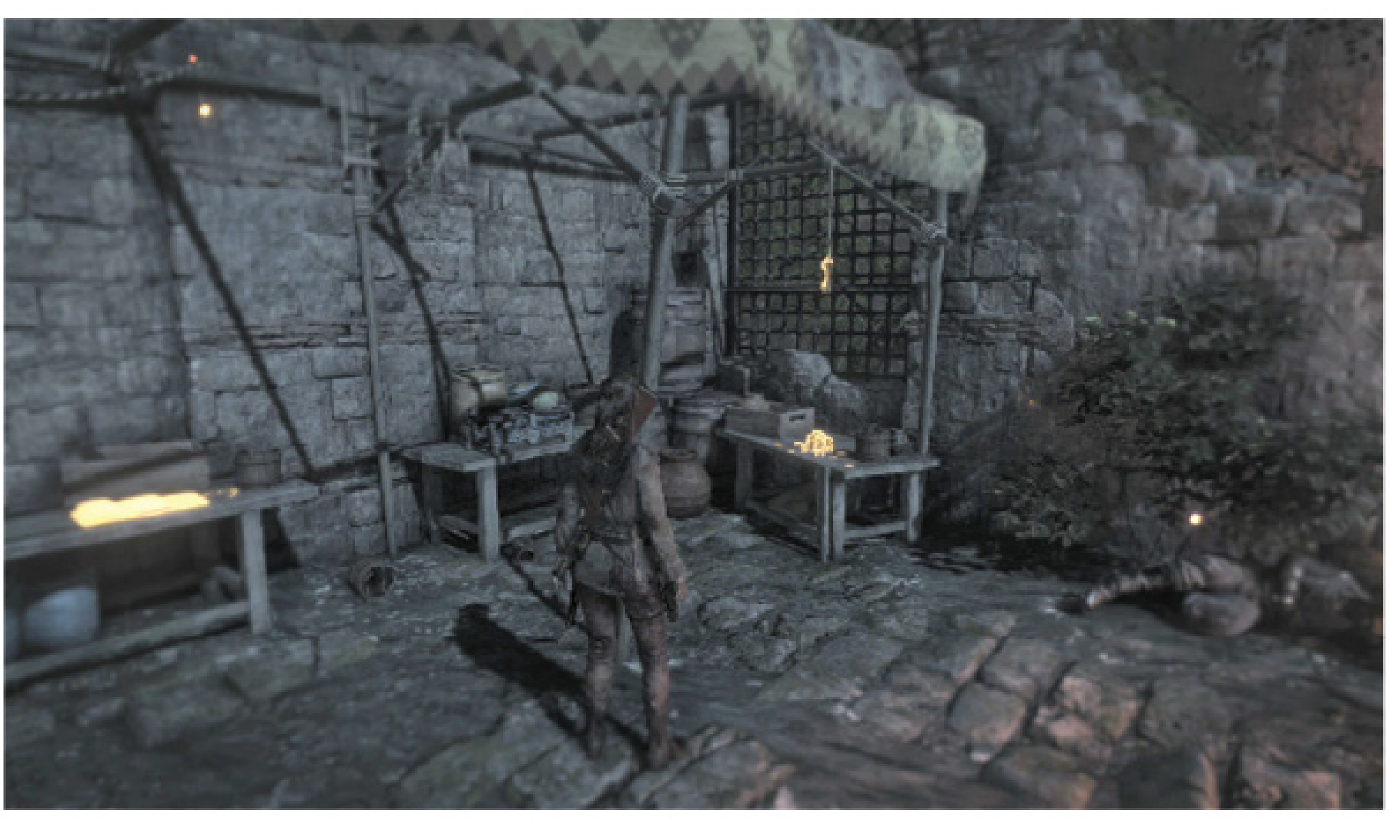




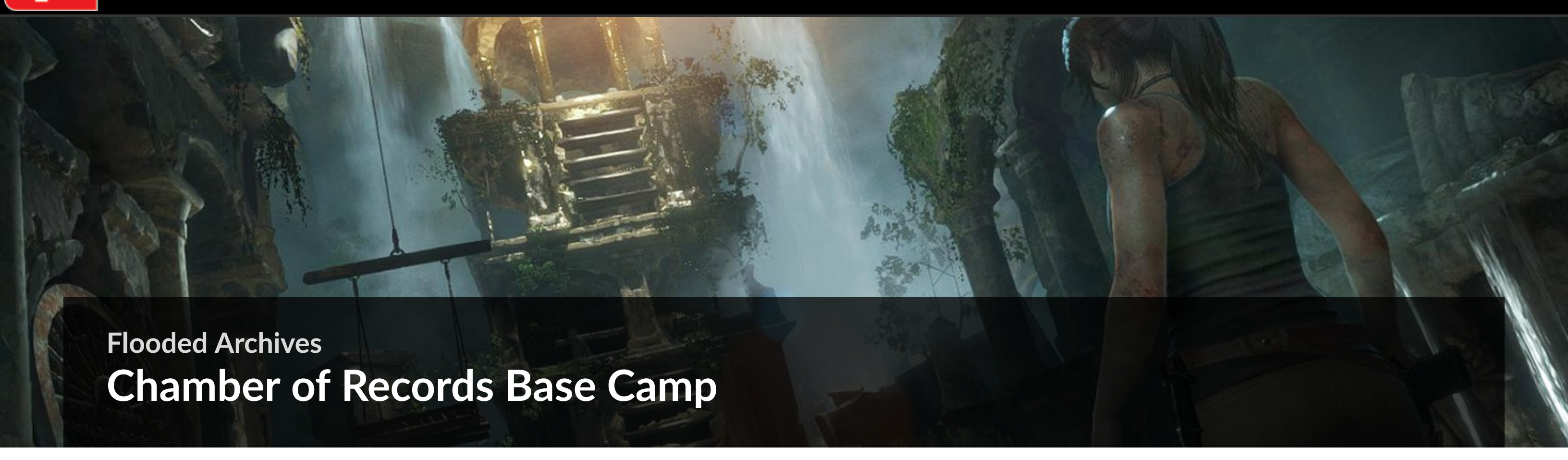
④ S of Remnant Bazaar: Before leaving the southern bazaar, search by the southern wall.



⑤ S of Riverside Landing: Look on the left side of the path when you are about halfway between Riverside Landing and Tower Courtyard.

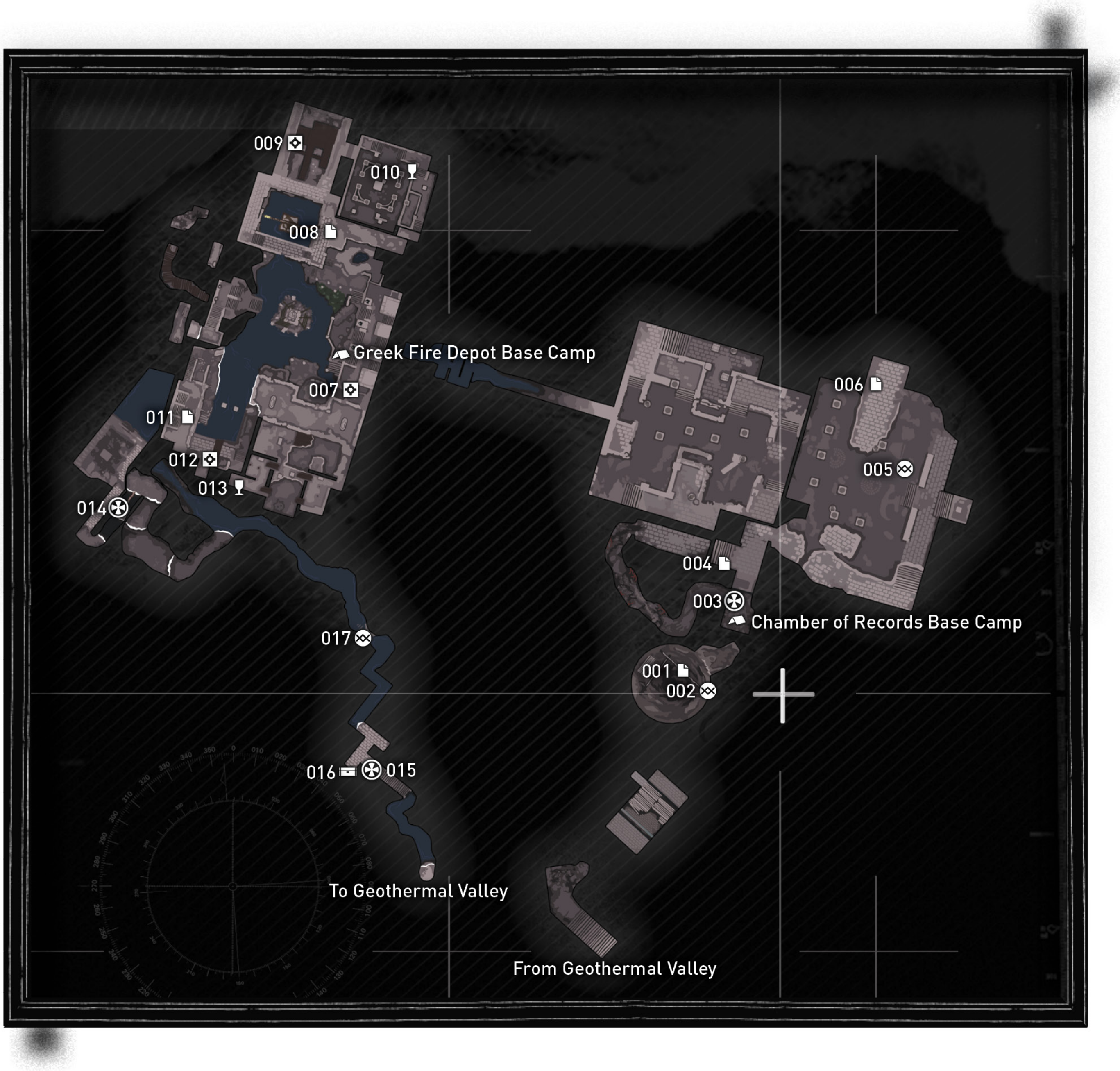


⑥ Next to Tower Courtyard: The last Walkie Talking is in the corner near this Base Camp.



Flooded Archives

Chamber of Records Base Camp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Greek Fire Depot Base Camp
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Chamber of Records Base Camp
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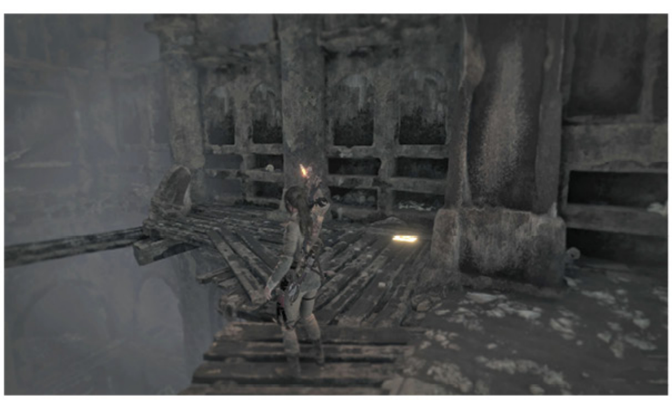
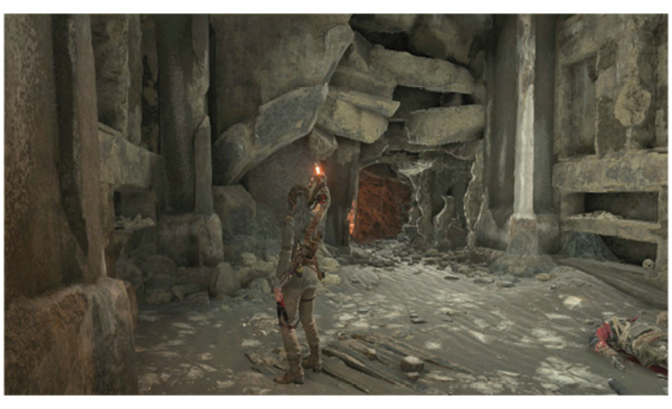
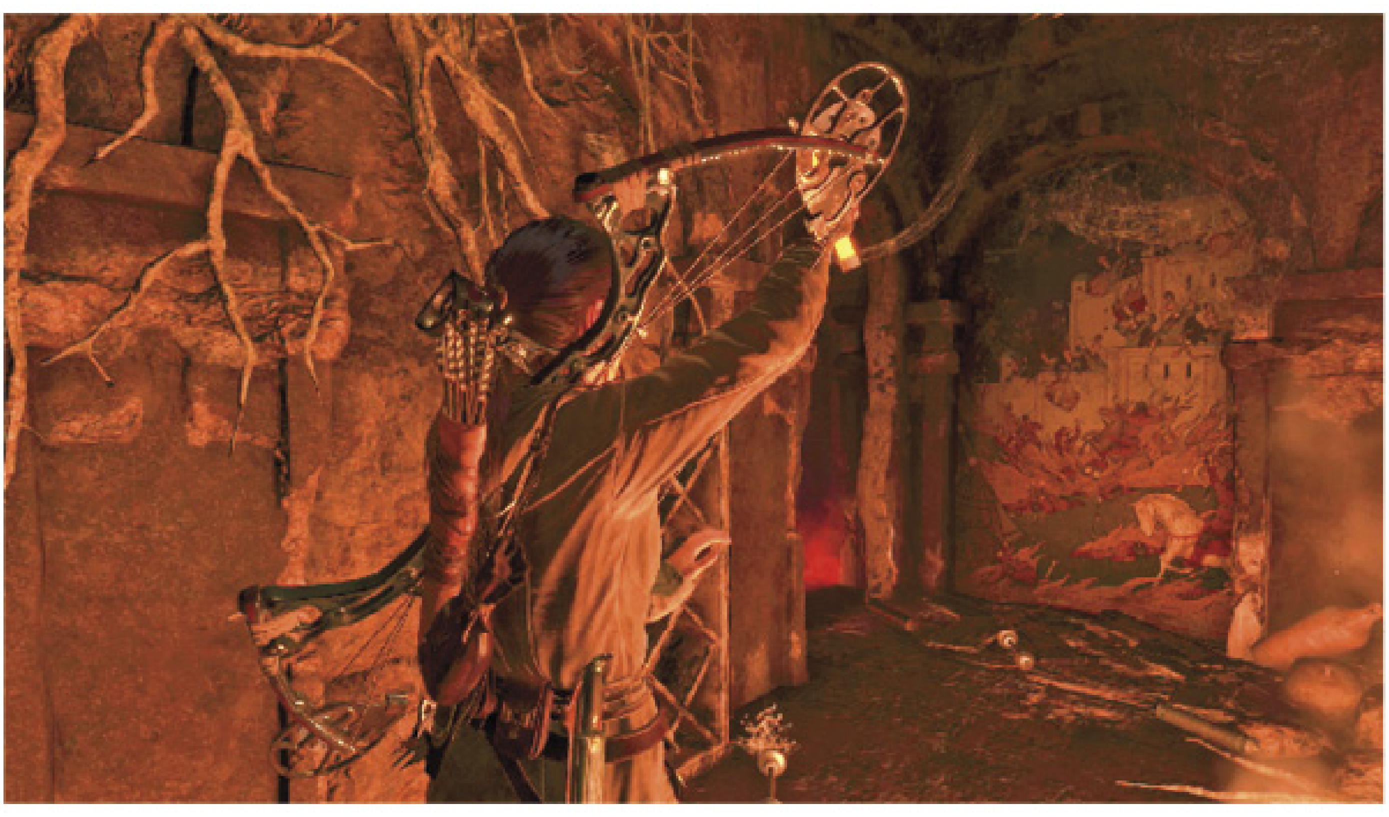
To Geothermal Valley
From Geothermal Valley

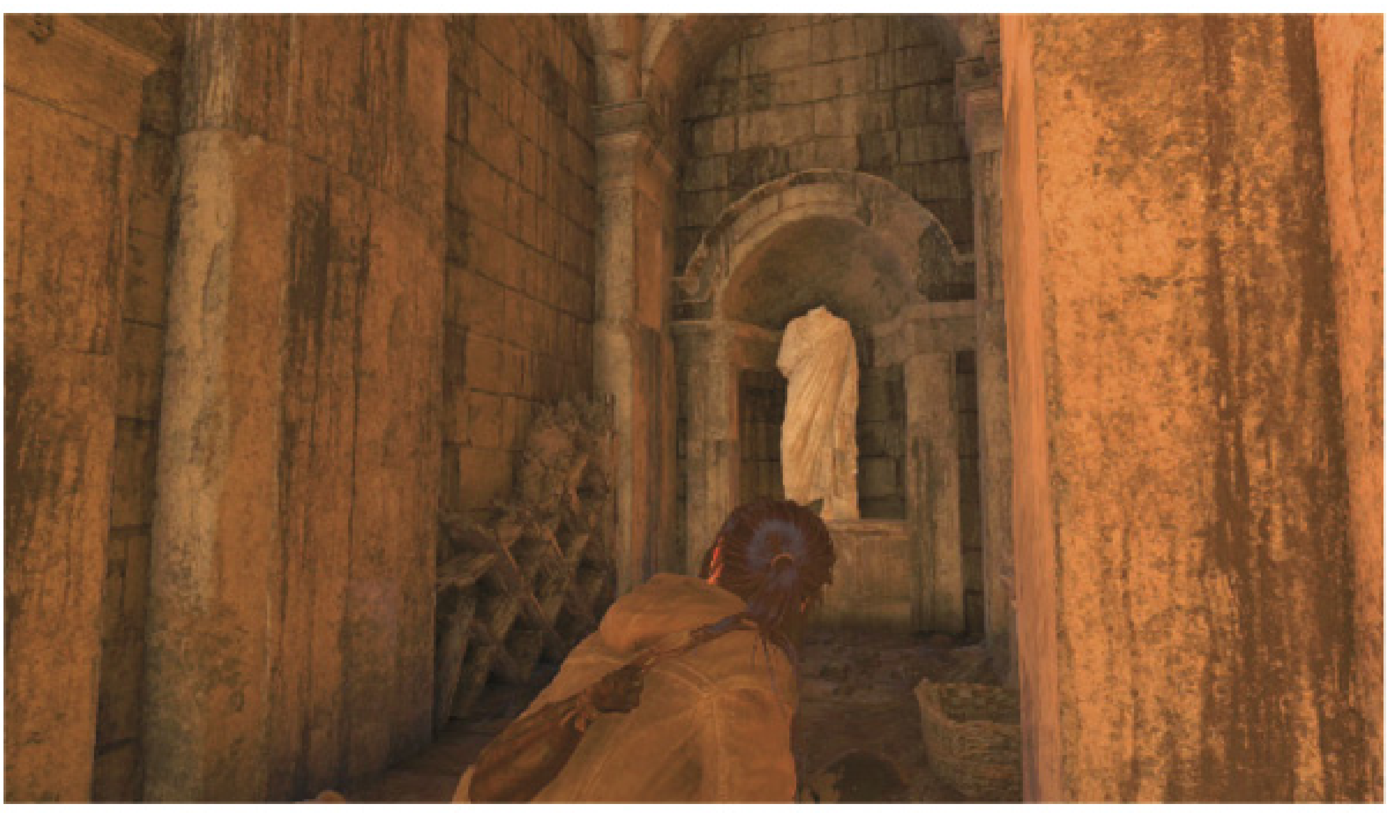




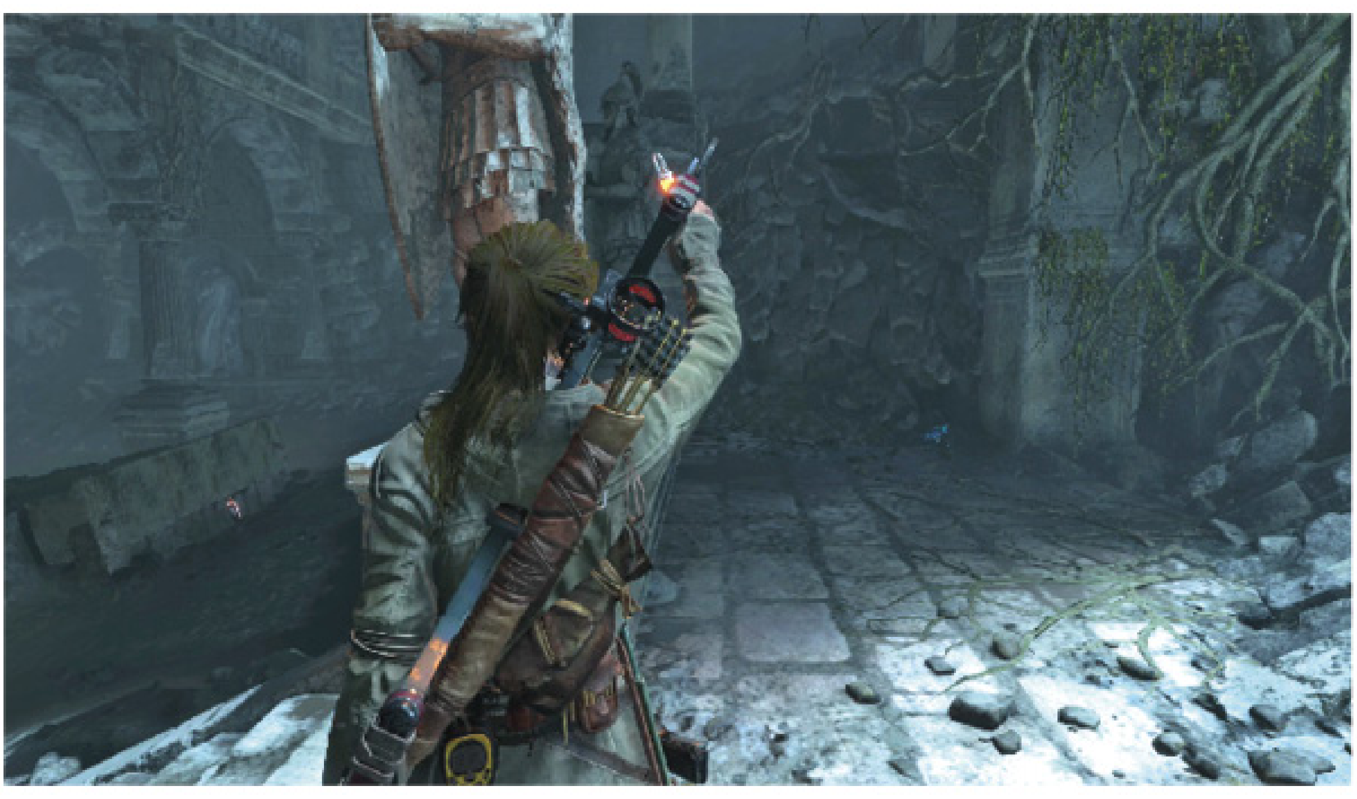
📄 **001** ⊗ **002** S of the Chamber of Records: There is a circular room with many platforms. Two collectibles are at the top of the chamber. There is one **Document** on the northern end, where you leave. After getting it, search the eastern exit, and pick up a **Coin Cache**.

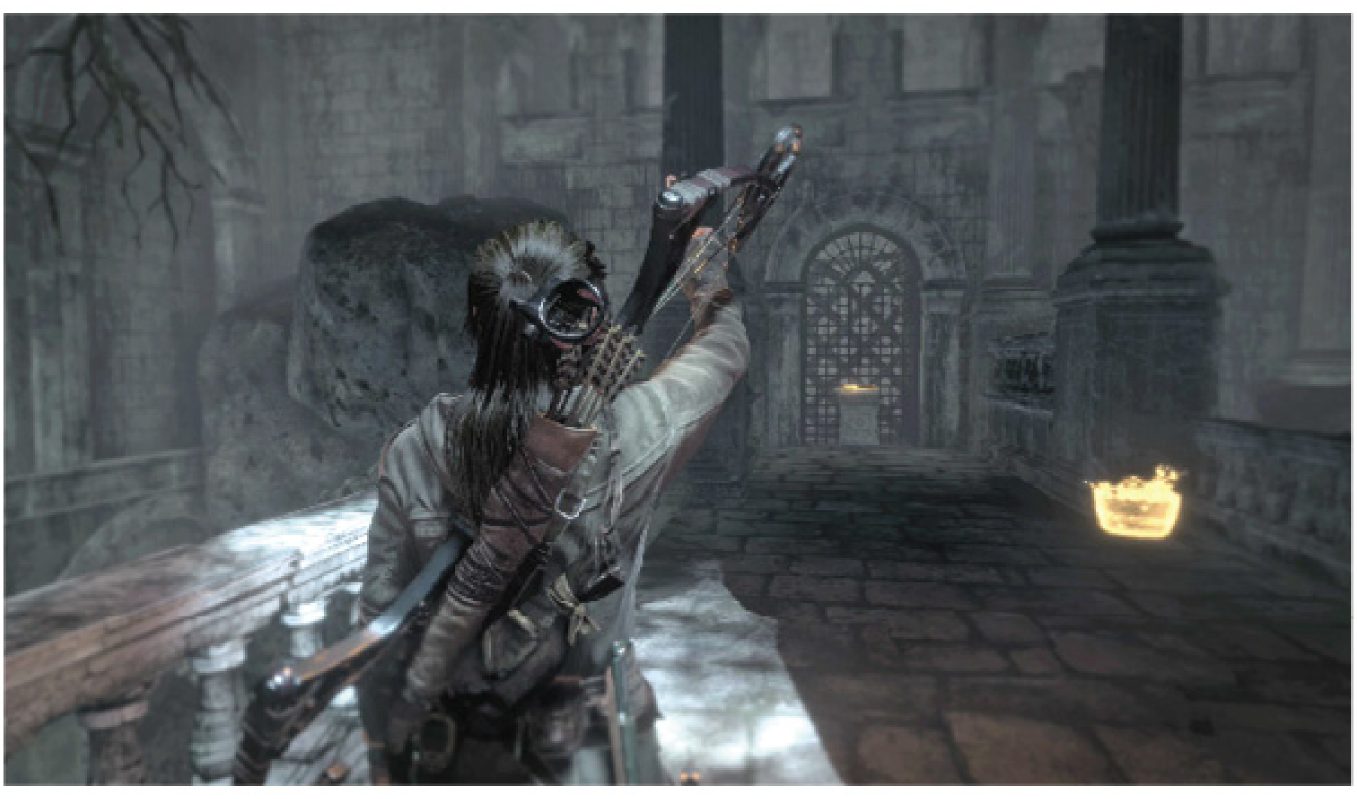


⊕ **003** N of the Chamber of Records: Examine a **Mural** close to base camp.

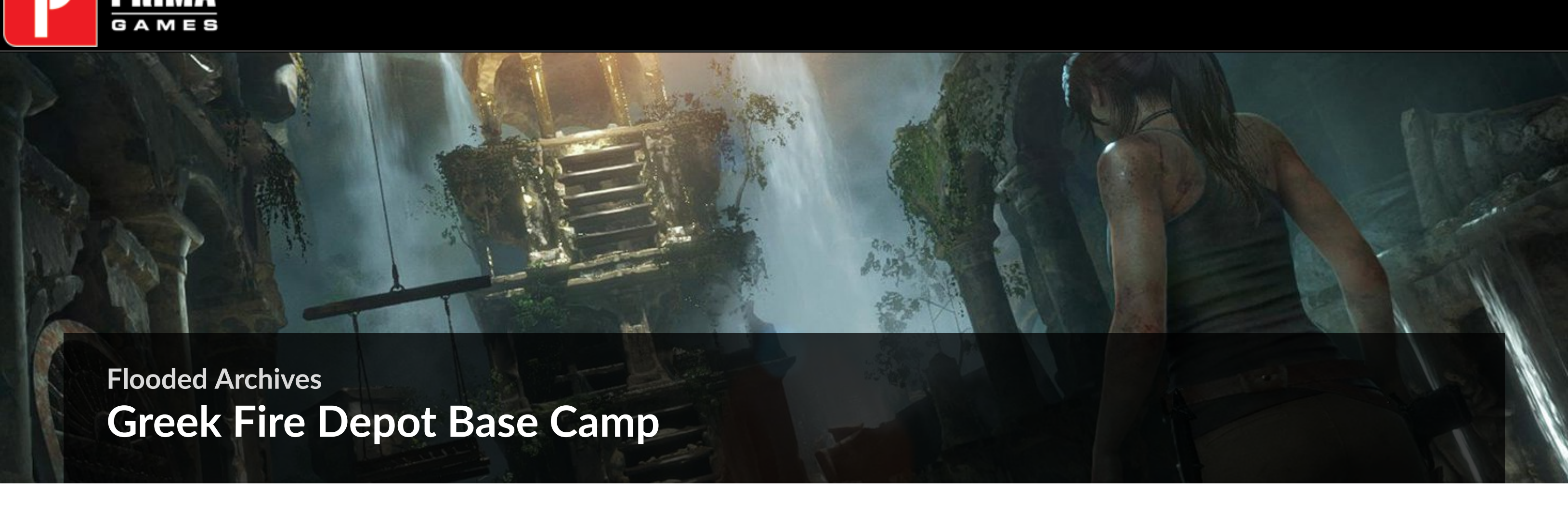


📄 **004** N of the Chamber of Records: Before going in the room with the altar, look for a small side passage with a **Document** on a pedestal.



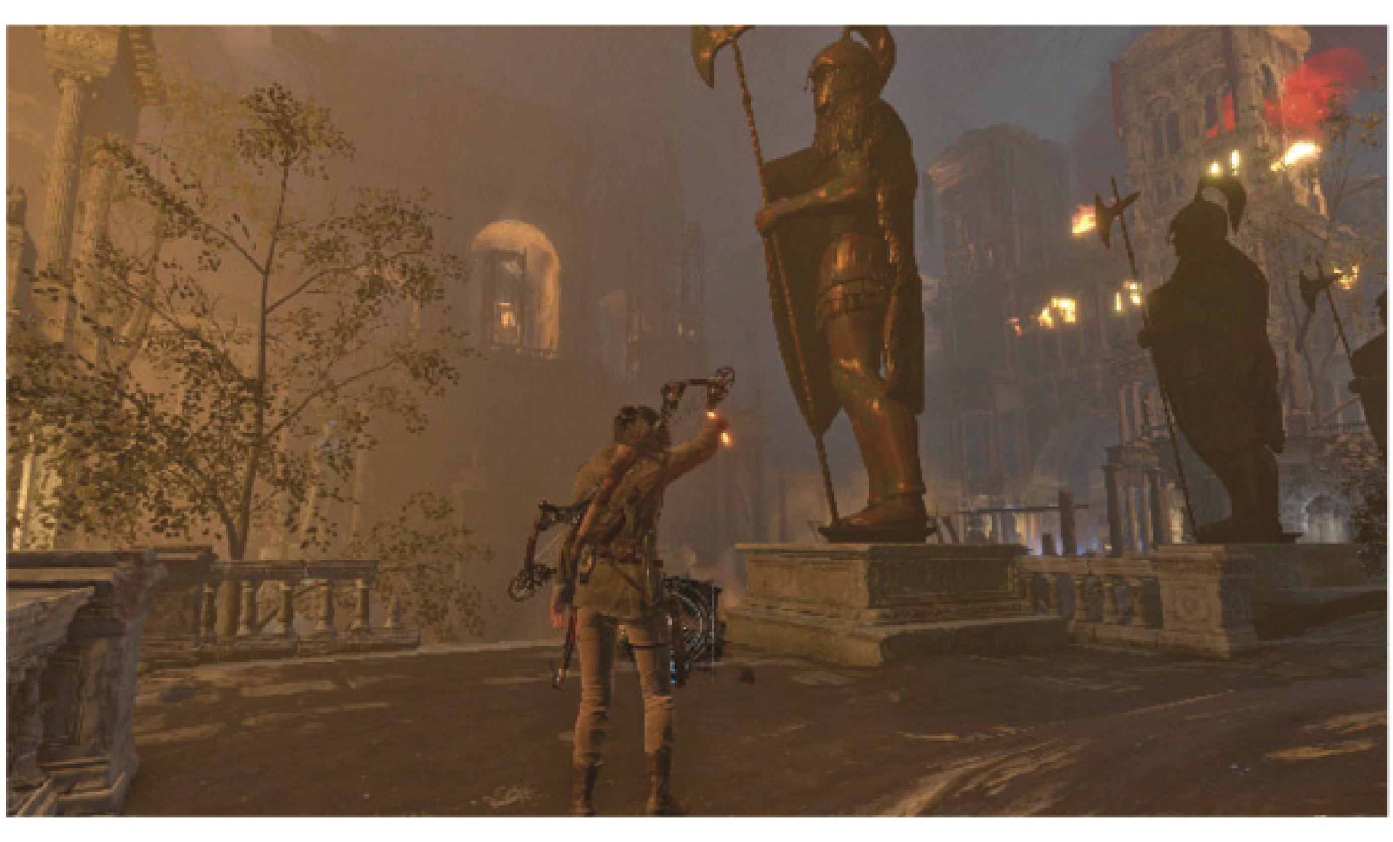


⊗ **005** 📄 **006** NE of the Chamber of Records: A **Coin Cache** is in the massive, Atlas room at the eastern end of the map. From the altar area, look a tiny bit northwest before searching. That same room has a **Document** as well; it's on the very northern tip of the room. This treasure is hard to actually retrieve. Start from the initial ledge in the room and look toward the north. There are two hanging chandeliers. Grapple between them and over to a stone ledge above the main floor. That's where you find the item.

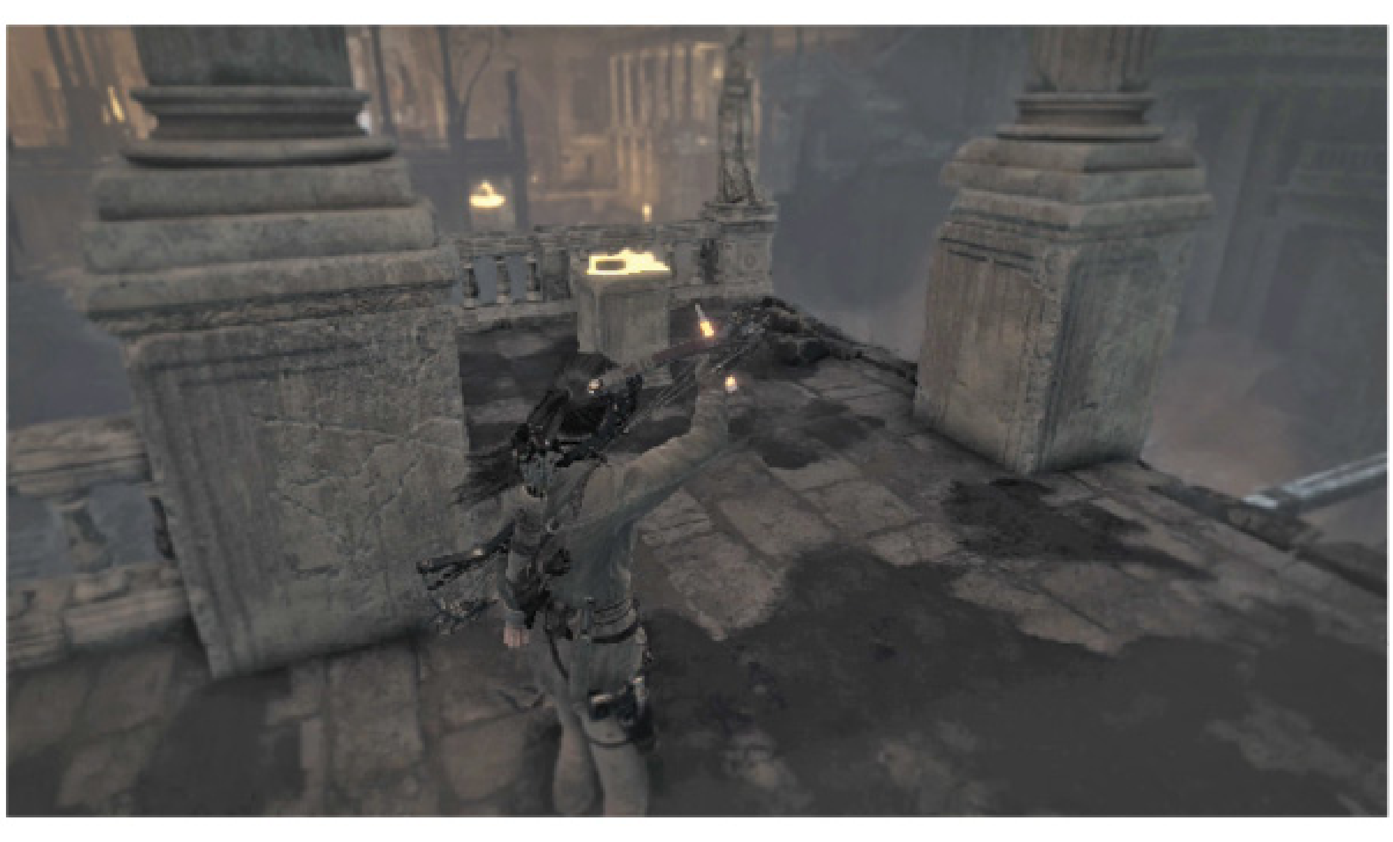


Flooded Archives

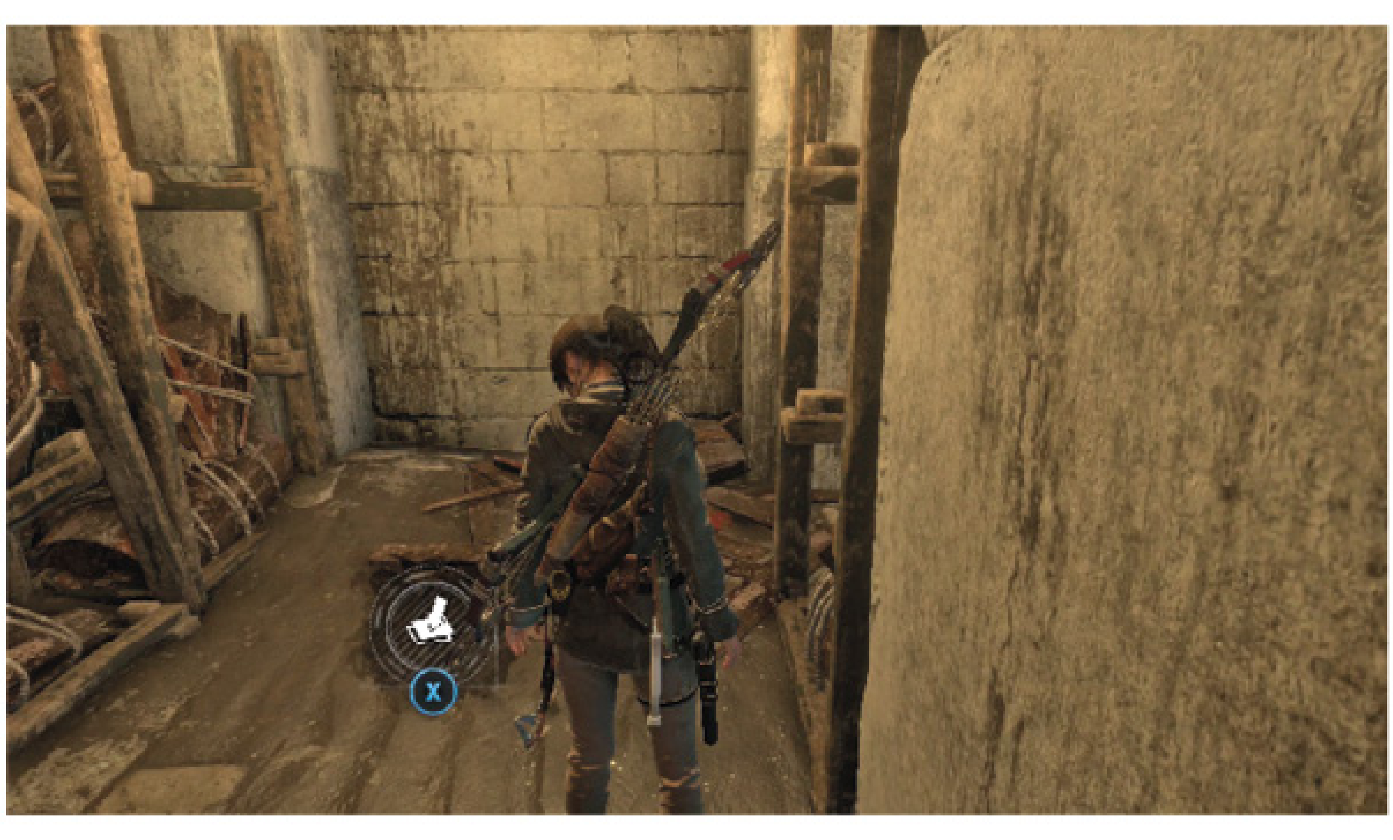
Greek Fire Depot Base Camp



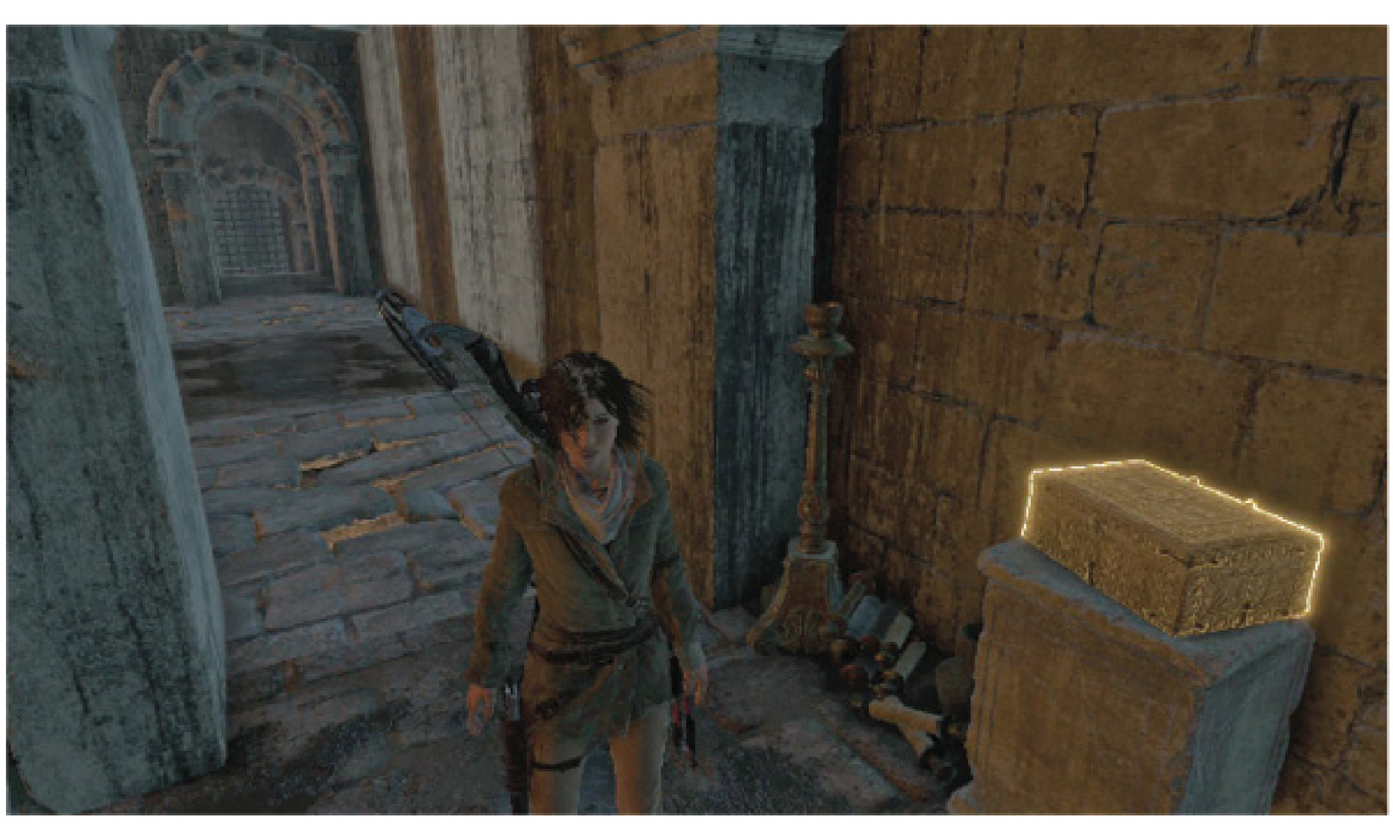
007 SE of Greek Fire Depot: Search a few feet away from camp for a **Survival Cache**. It's on a slightly higher ledge.



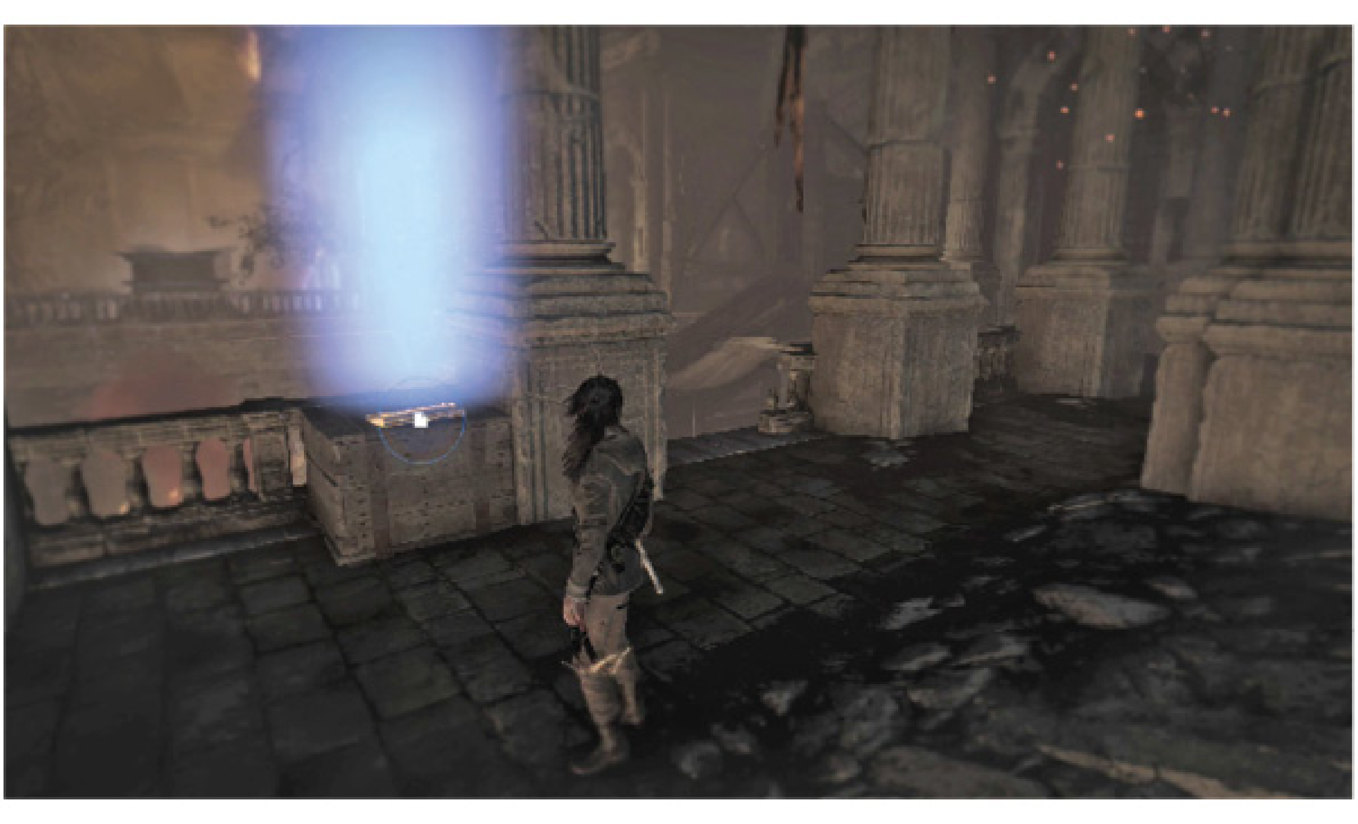
008 N of Greek Fire Depot: An upper balcony has a **Document** that isn't far from a Monolith. Both look out over the northern urn dispenser.

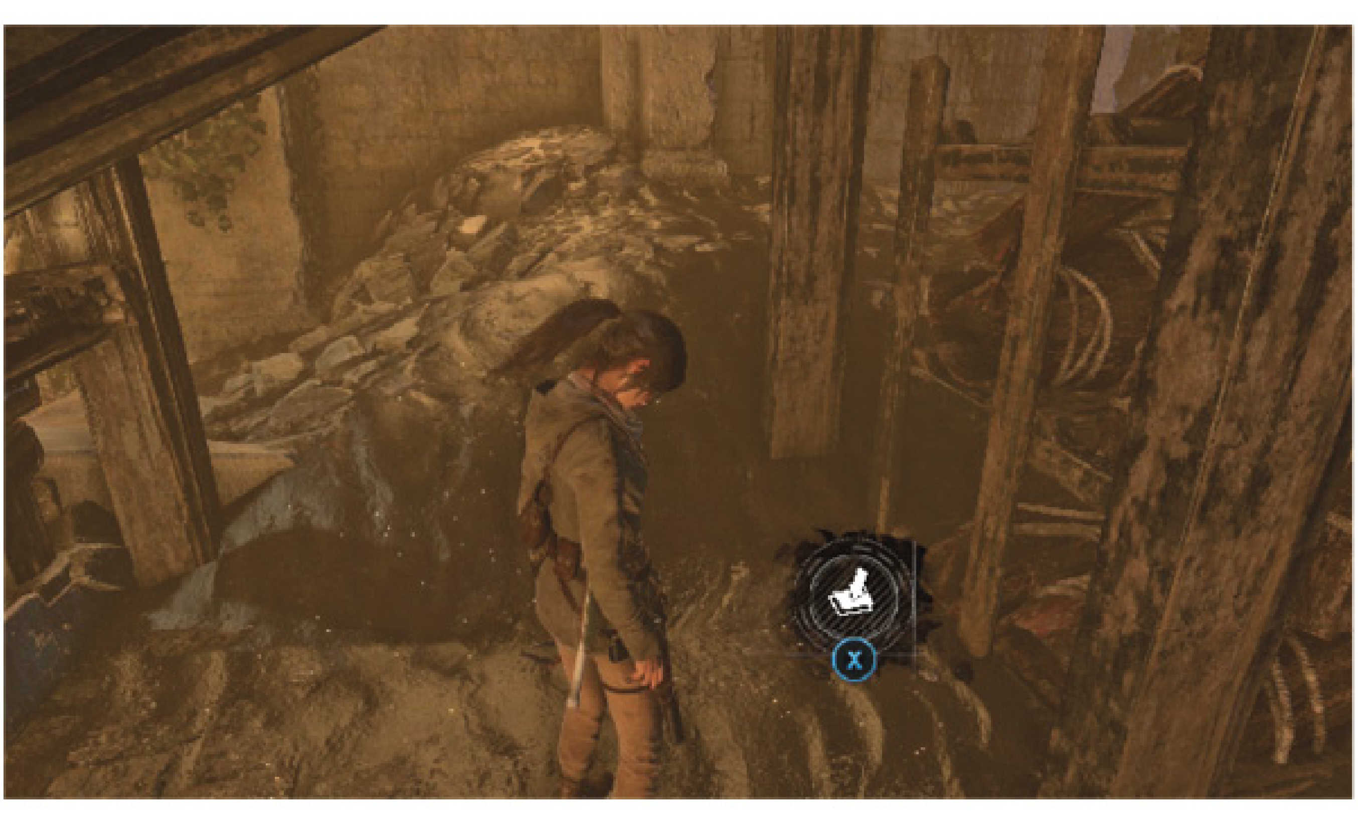


009 Far NW of Greek Fire Depot: A **Survival Cache** is near the upper corner of the rooms. Break open a barrier there and loot the cache. It's in a small recess.

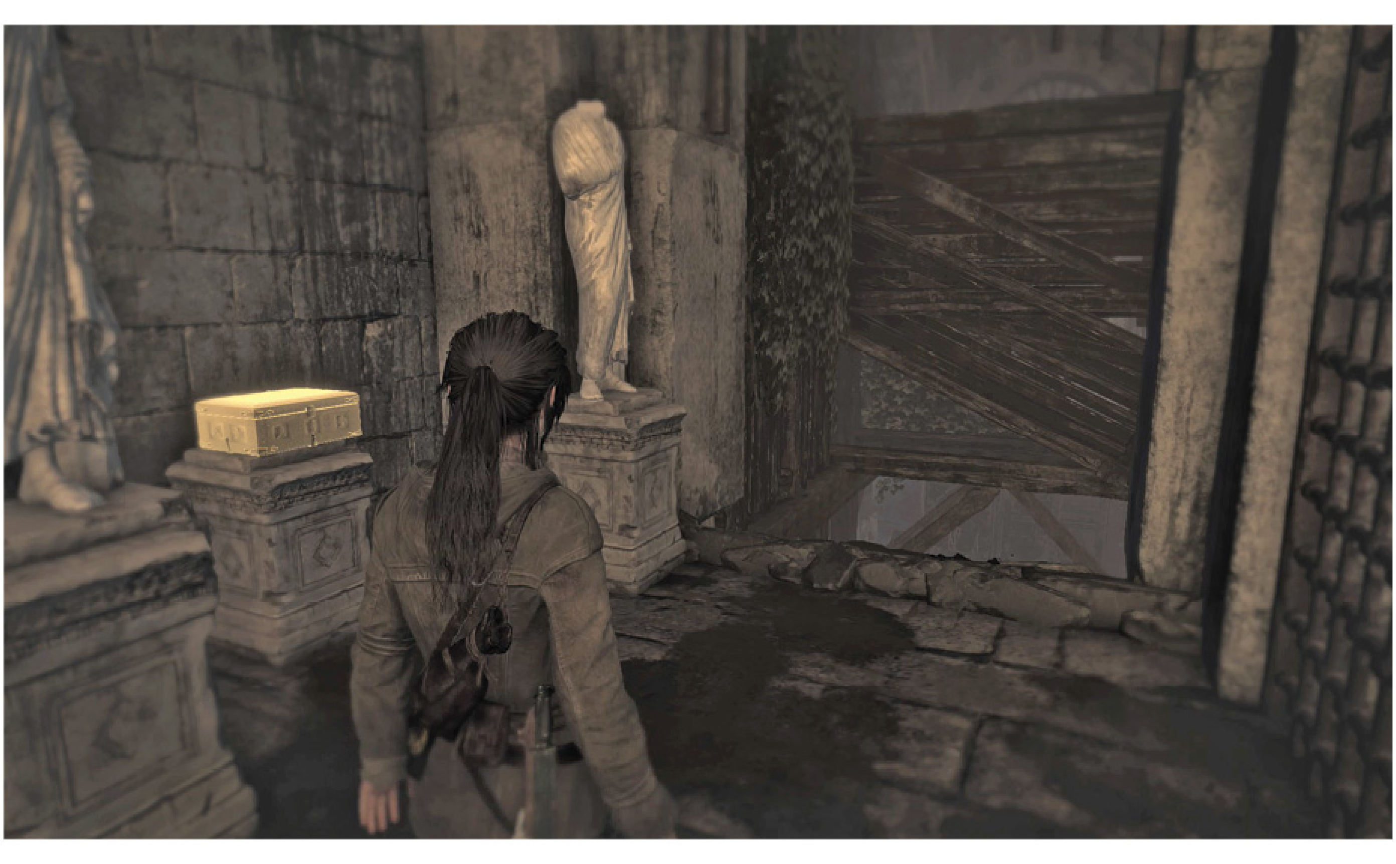


010 Far N of Greek Fire Depot: Climb a rockface in the northern tip of the map and get onto an upper ledge. Loot a **Relic** from one end of a trapped passage, and use the other to get to the southern balconies.

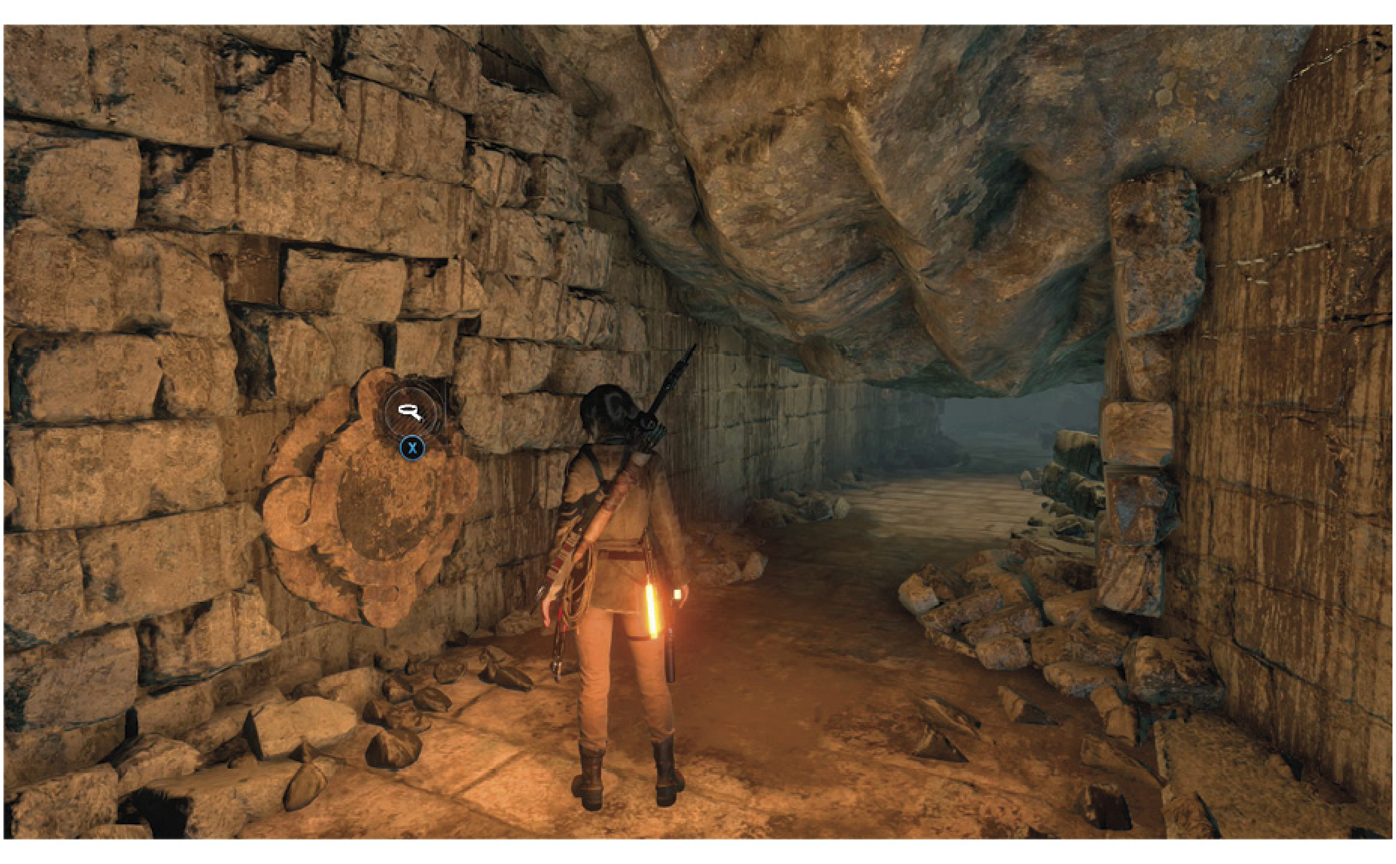




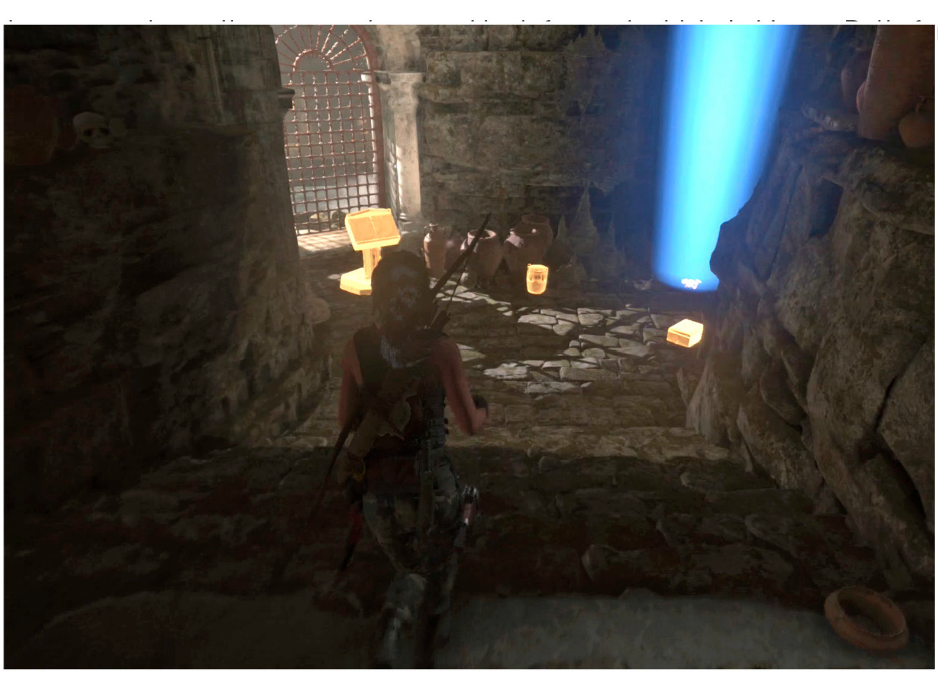
011 **012** SW of Greek Fire Depot: Look for a **Document** near the corner of the large, open section of the map. It's on the upper tier of the huge room, and it's sitting on a wooden crate by the balcony. SE from that spot, you find a **Survival Cache** near the southern wall. It's underneath the dispenser docks.



013 SW of Greek Fire Depot: A **Relic** is in a small, trapped hallway. Go south from Greek Fire Depot, climb to the upper tier of the area, and look for this hallway while you search. Once you find it, the Relic is easy to get.



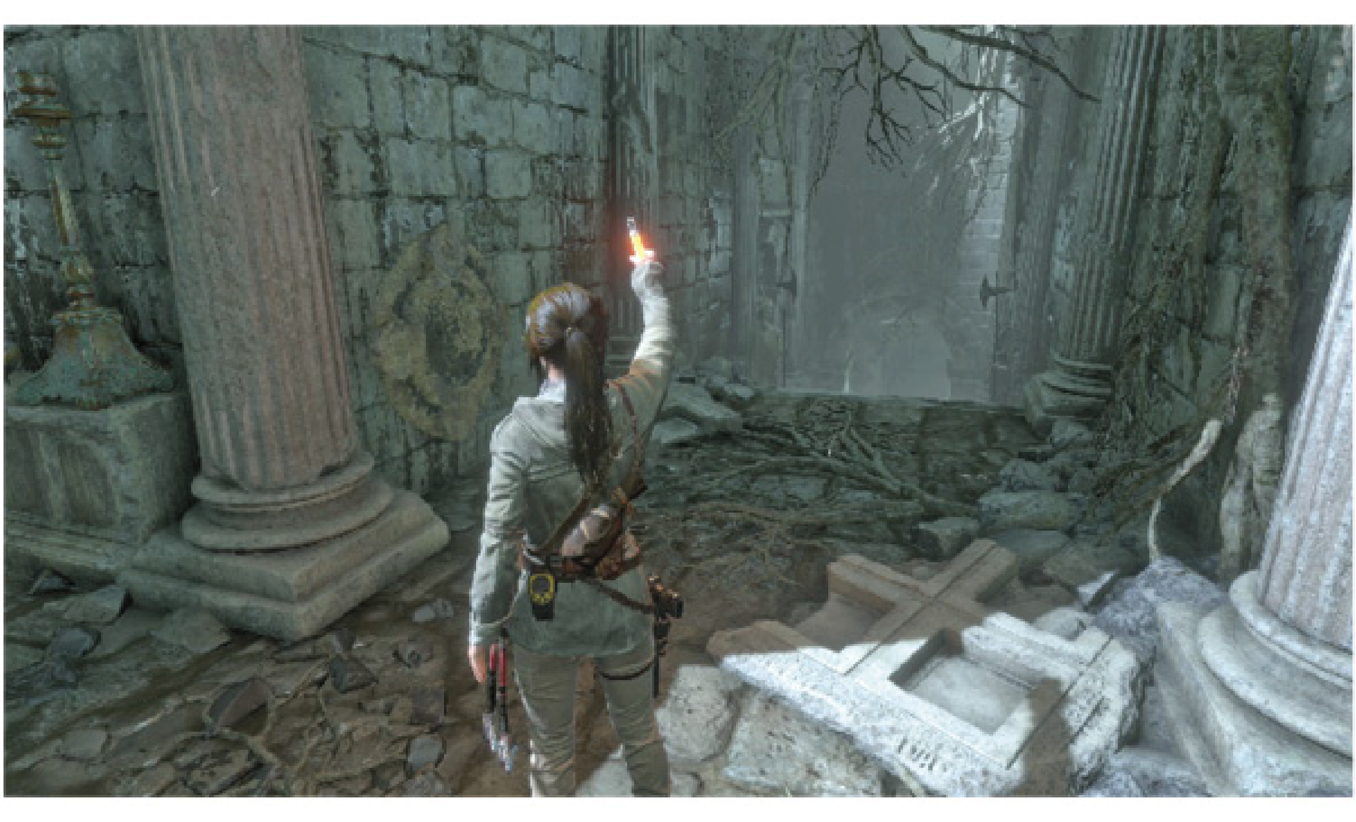
014 A **Mural** is in the exit tunnels for this area, but it's fairly hard to get. After you've completed your time here and gone back to Ridgeline Base Camp (in Geothermal Valley), come back into the archives. You need Climbing Arrows to pull this off. Backtrack all the way through the flooded caverns in the south, and then go as far as you can through the passages to try and return to the western part of the level. It looks like it dead ends eventually, but there is a tiny crevasse that you can crawl through. Duck through the next tunnel afterward and you'll be at a Mural in no time.

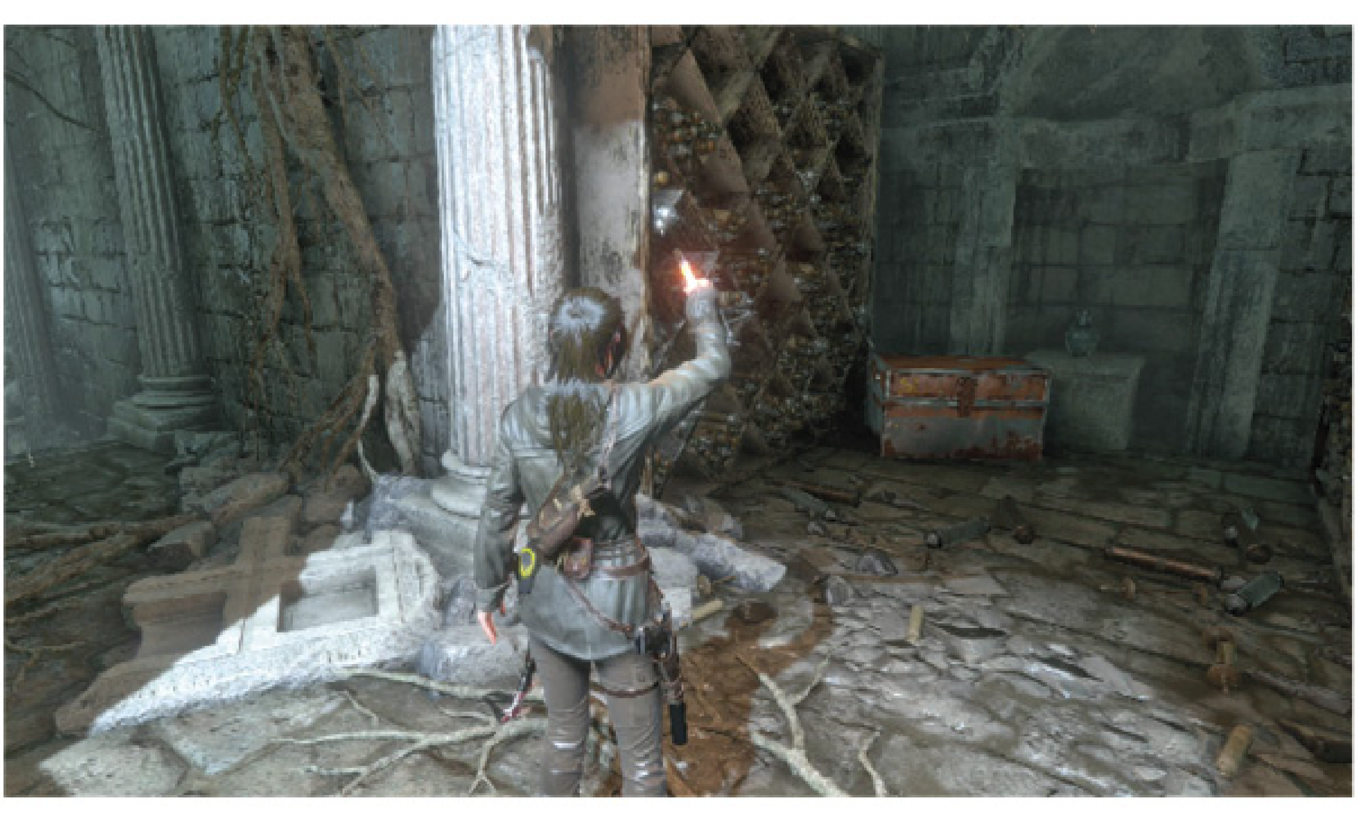


rther on, and the Codex for this Tomb.

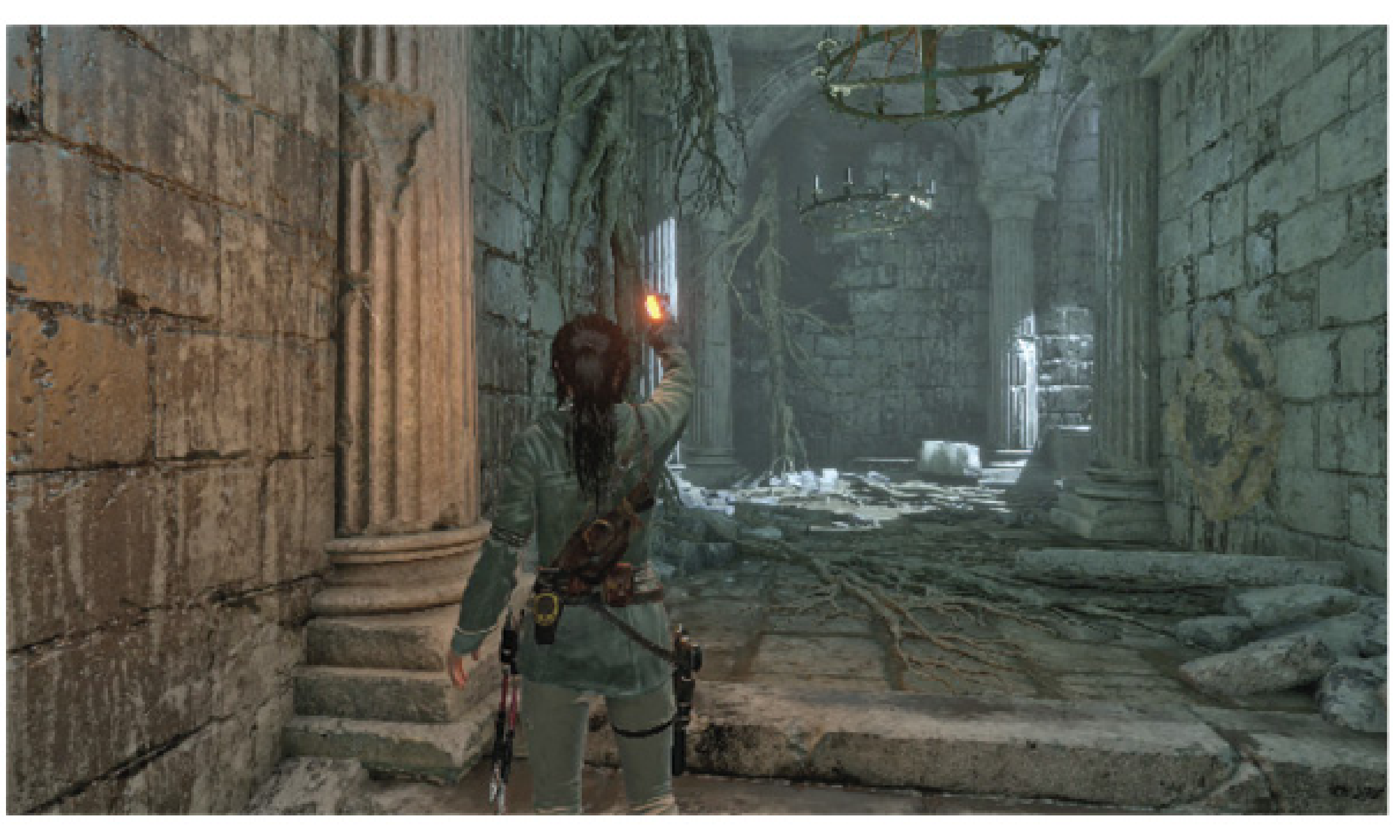
You learn Anatomical Knowledge from this Codex. You can then hunt animals with even greater efficiency. While looking at them with Survival Instincts you can see their hearts. Hold down the left trigger while aiming to prepare a lethal shot against any small- or medium-sized creature.

Break through a weakened wall at the base of the room to escape. You don't want to navigate that nasty river again!

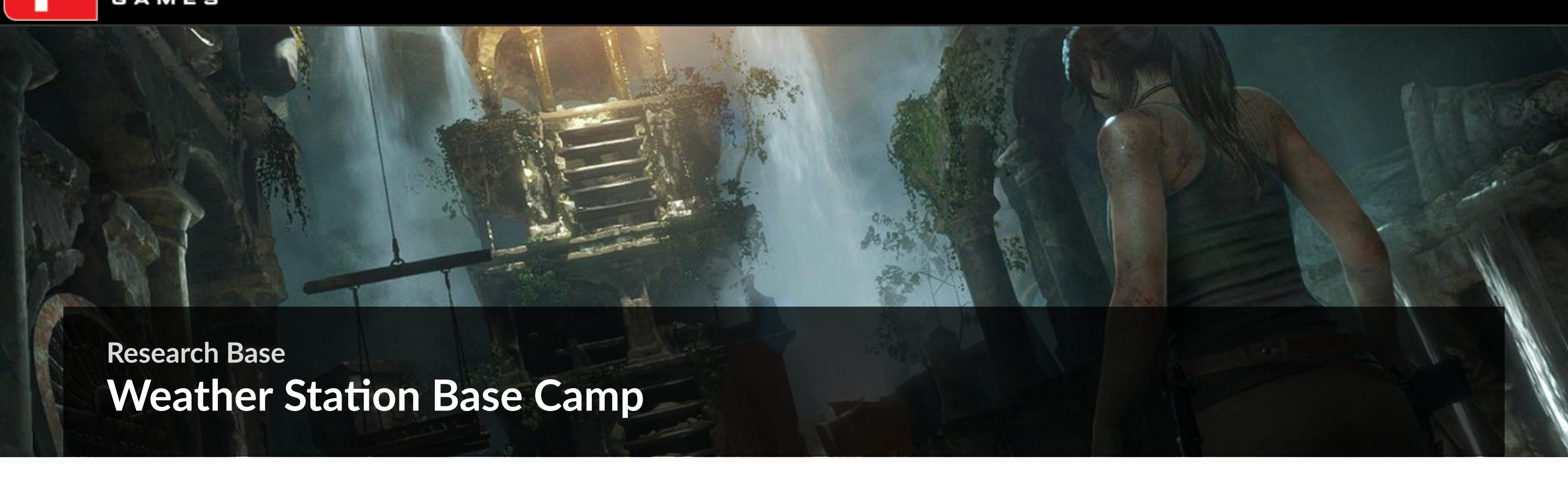




015 **016** Far S of Greek Fire Depot: You get a **Mural** and a **Strongbox** in the first stretch of straight corridors after you finish the long swimming section. They are very close to the map's southwestern exit.

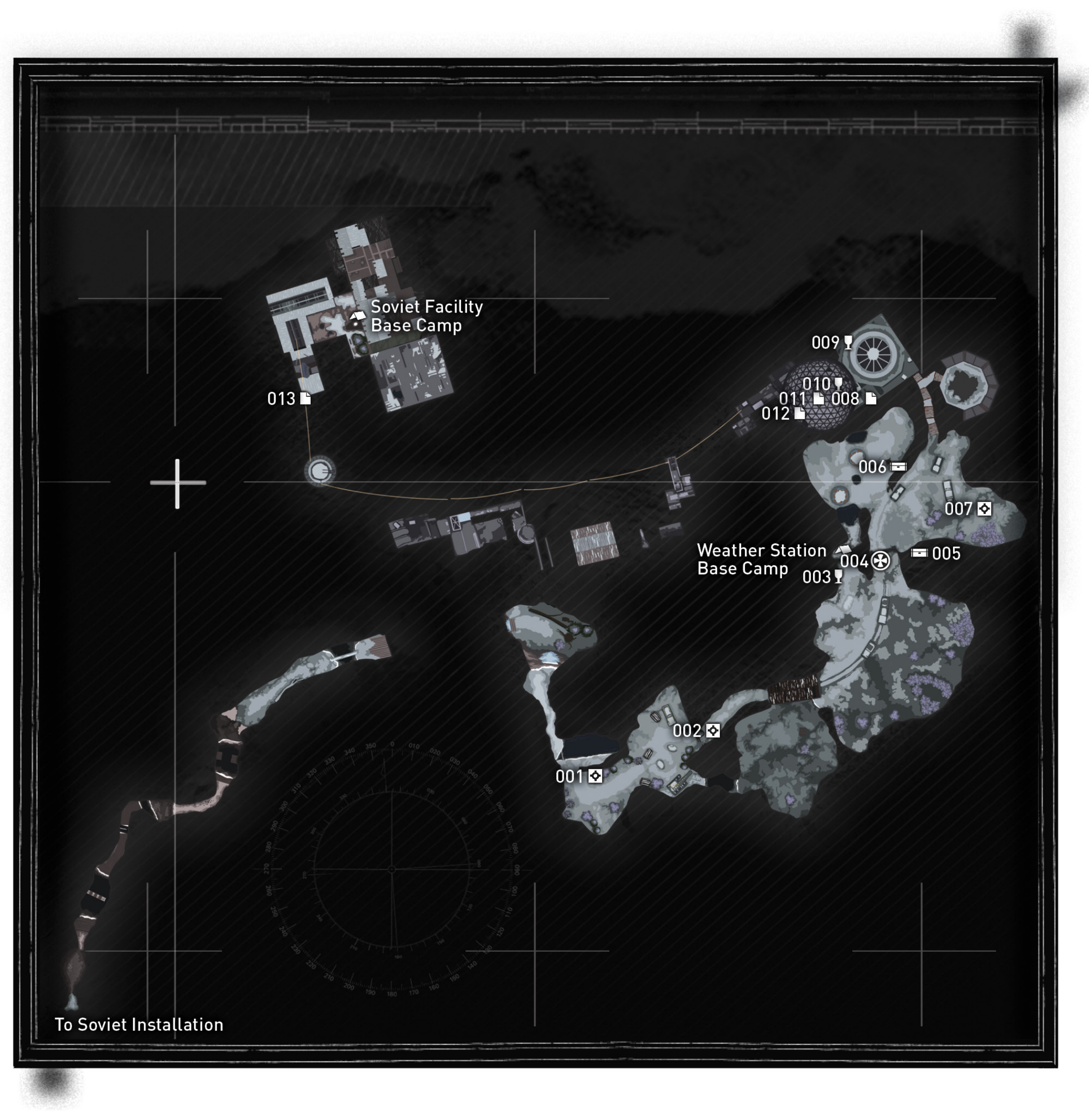


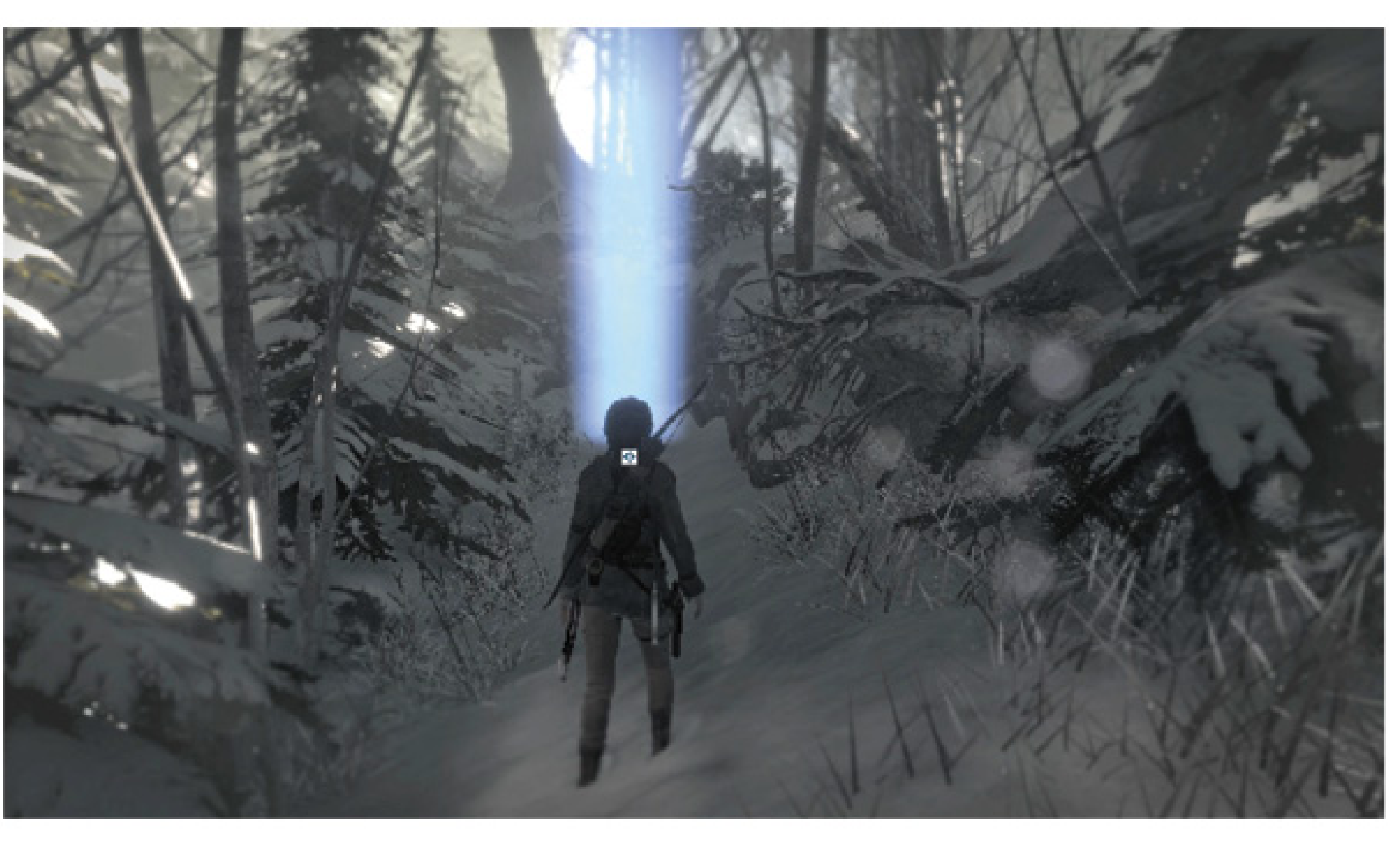
017 Far S of Greek Fire Depot: The passages take you by a **Coin Cache**. It's along the western side of the tunnel as you transition from the rough natural tunnels into smooth, carved ones. Look for a small island in the middle of the swimming section. Climb onto that and search it for Coins!



Research Base

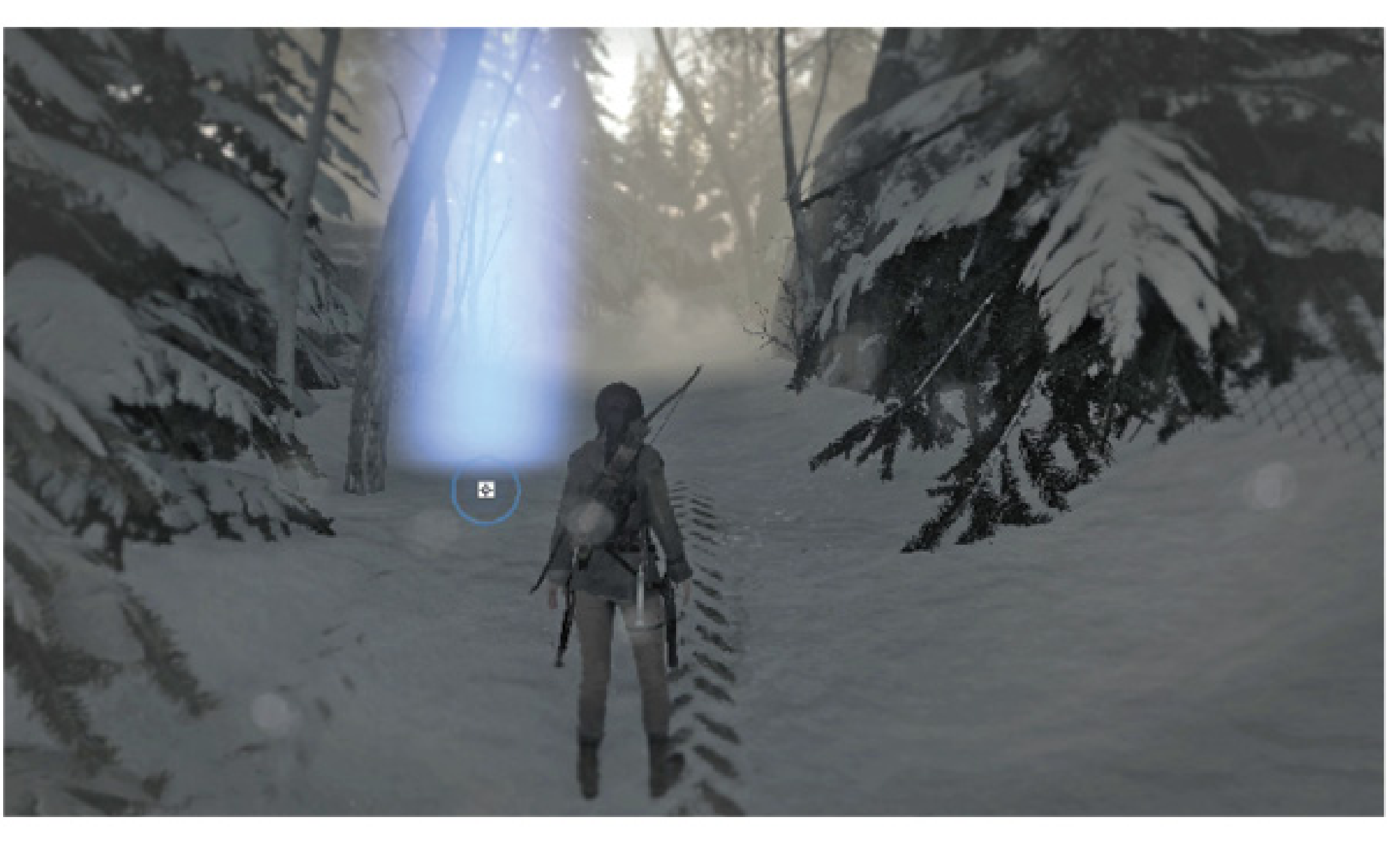
Weather Station Base Camp

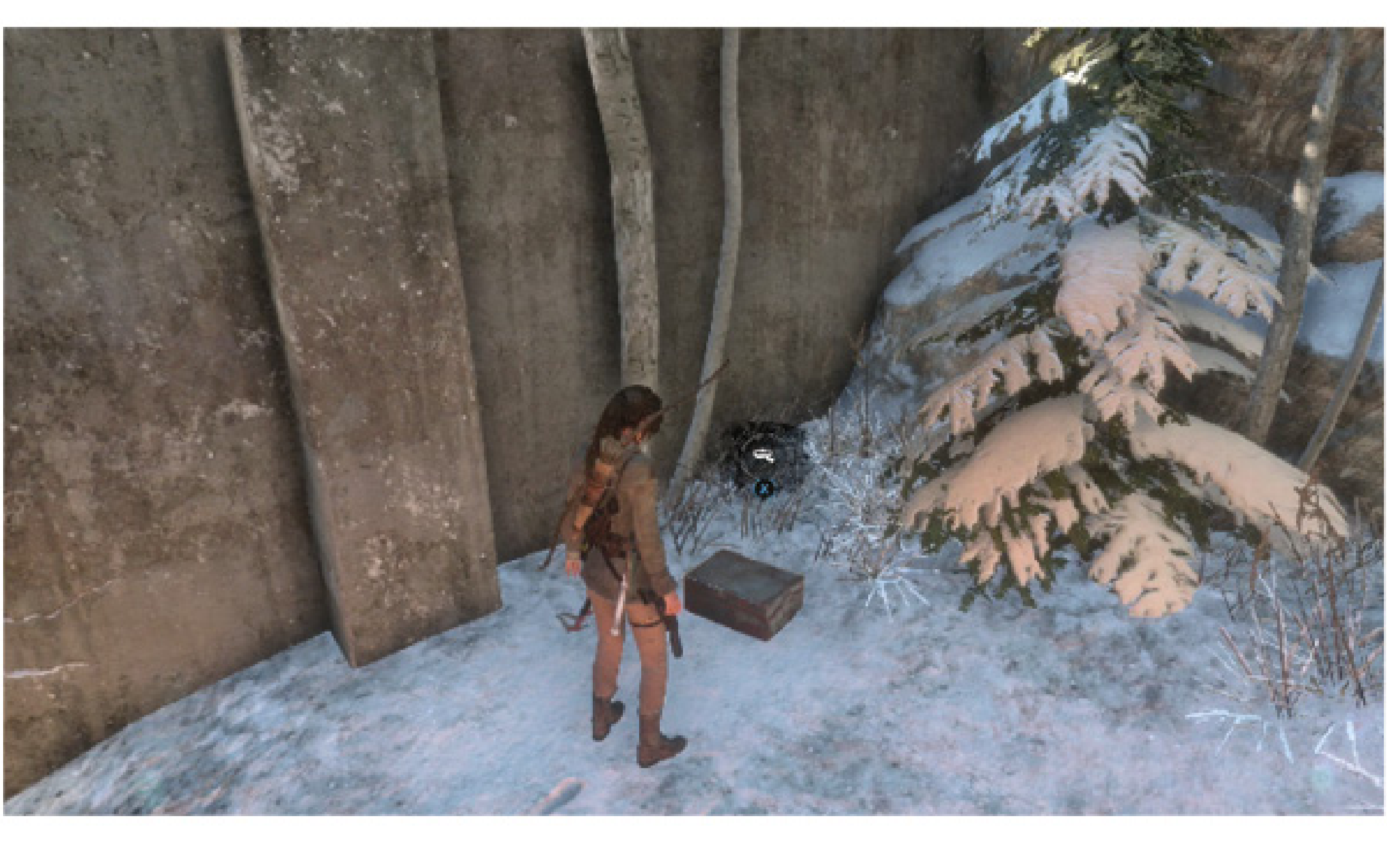




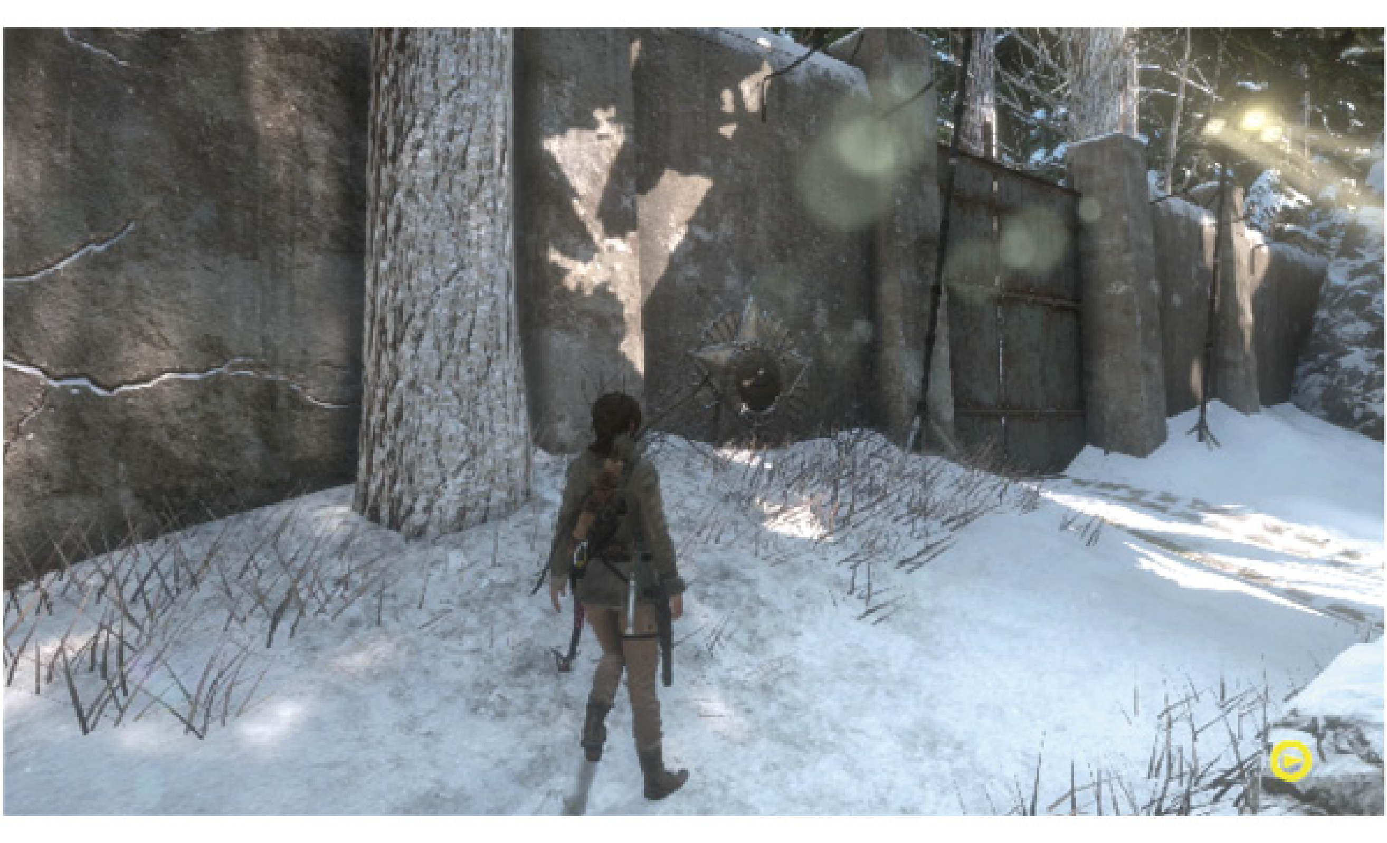
001 SW of Weather Station: While approaching the first open area of this region, look on the northern side of the path. A small route through the snow leads up a hill to a **Survival Cache**.

002 SW of Weather Station: A **Survival Cache** is buried in the snow in a narrow passage that takes you toward the destroyed bridge.

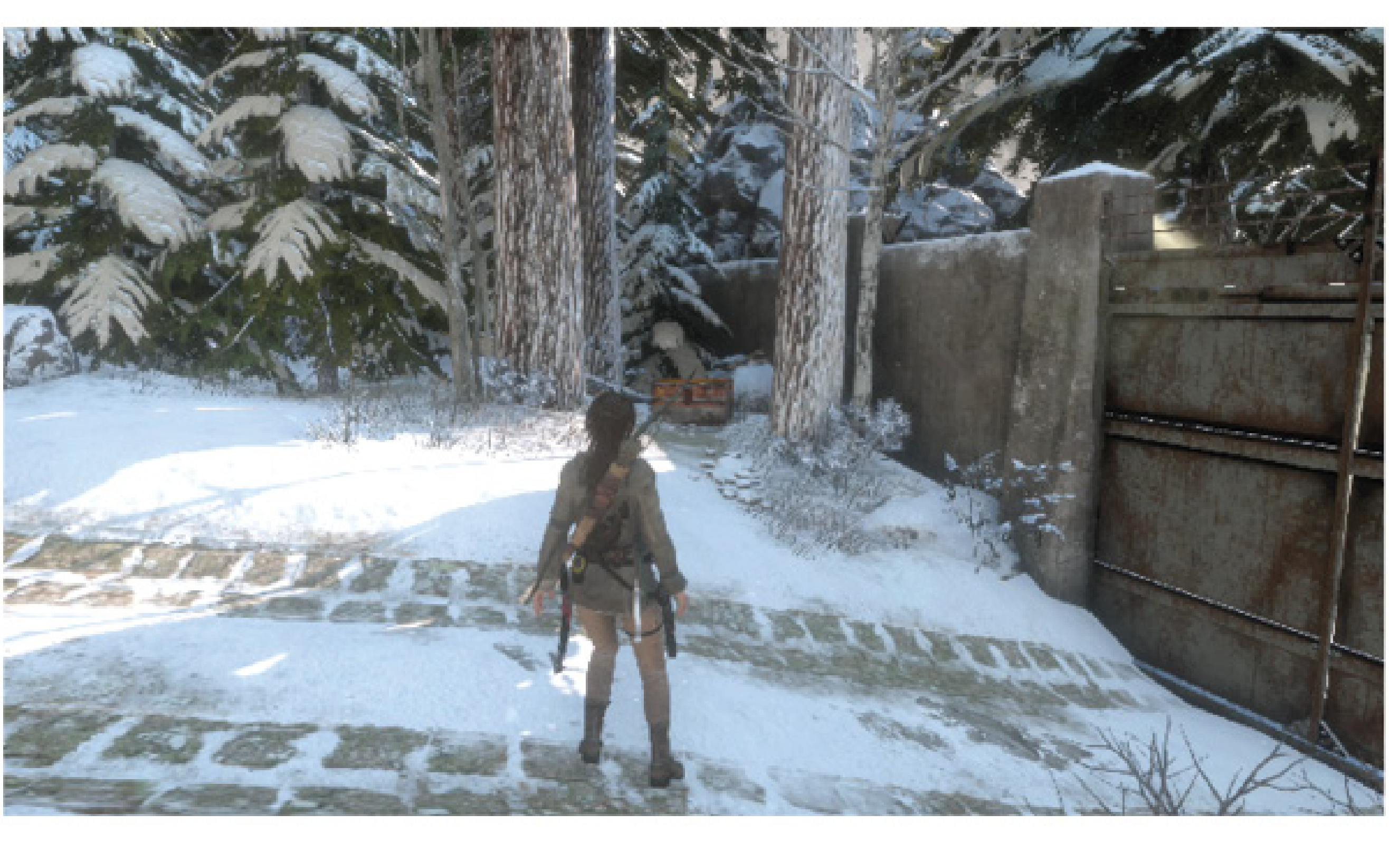




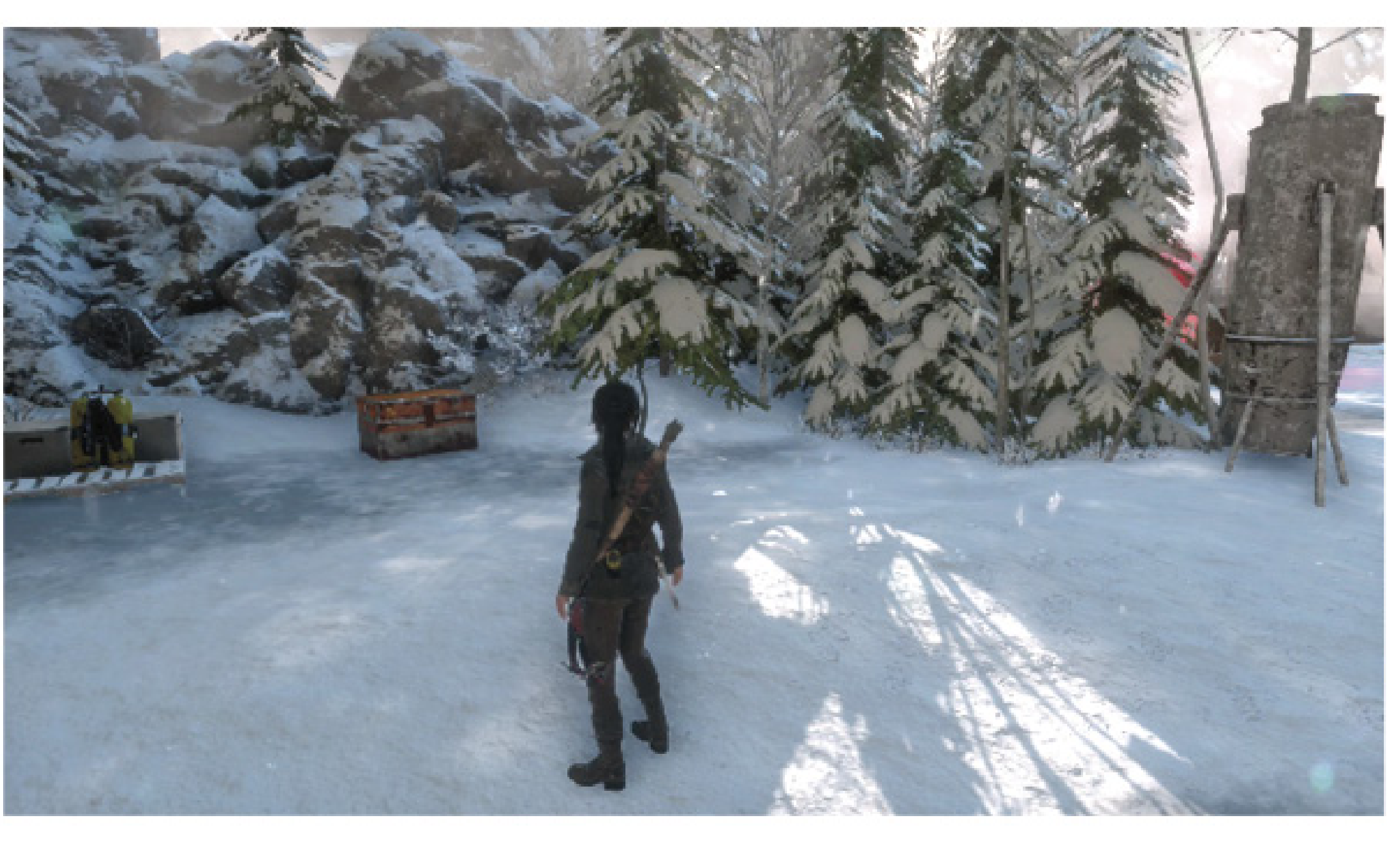
003 Beside Weather Station: A **Relic** is only a few feet away from camp.



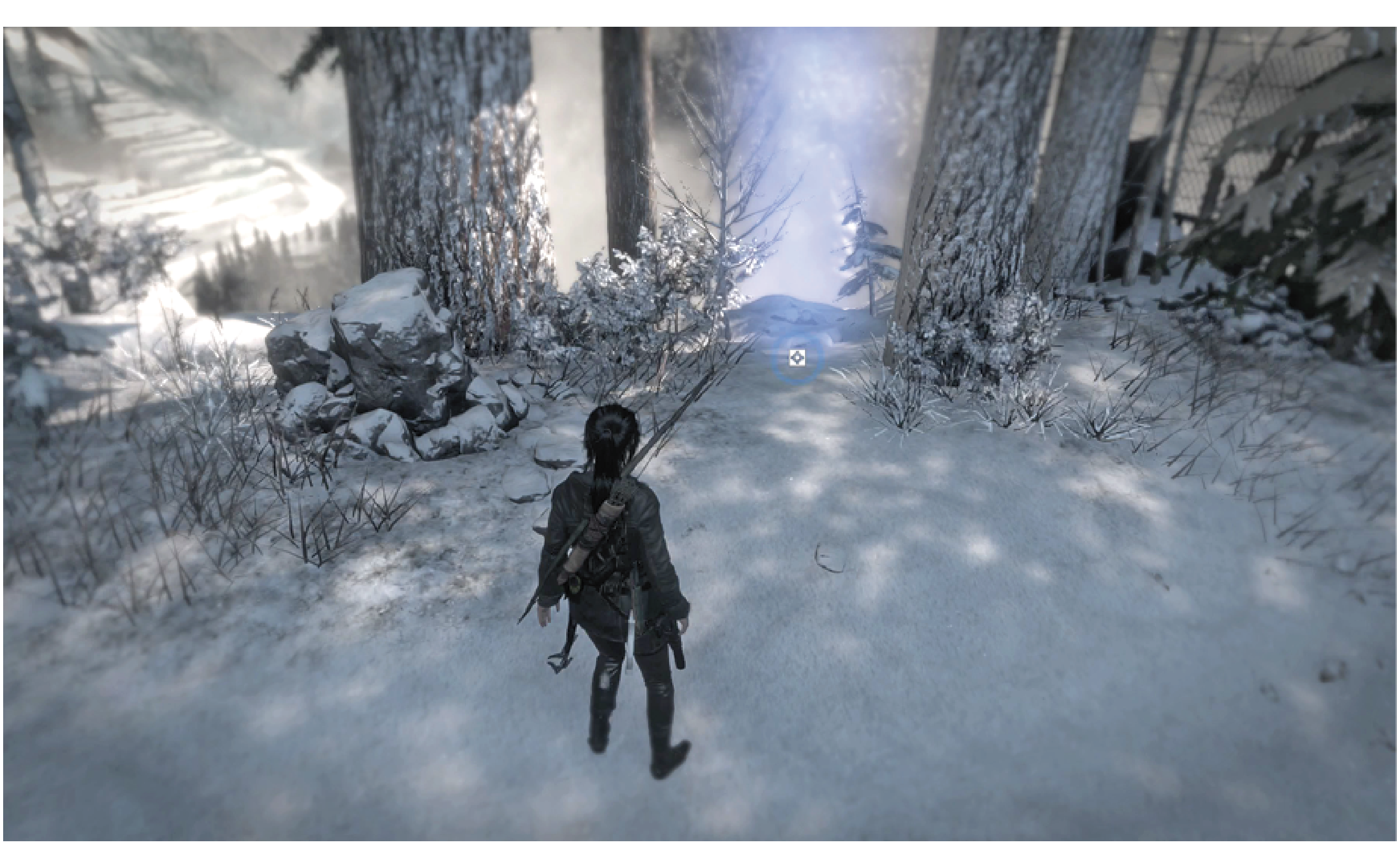
004 E of Weather Station: A **Mural** is on the southern side of the large gate.



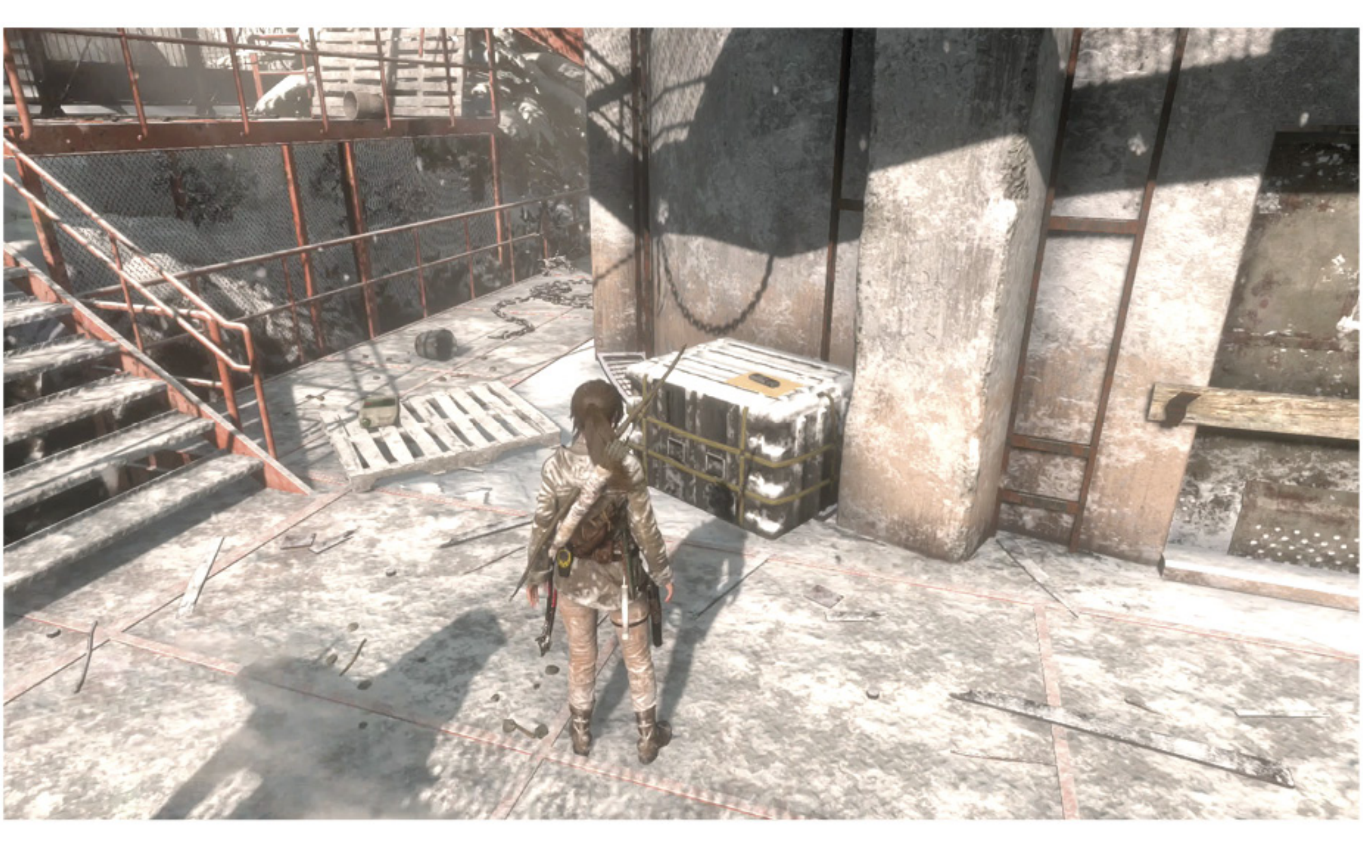
005 E of Weather Station: A **Strongbox** is north of the large gate, in a small forest clearing.

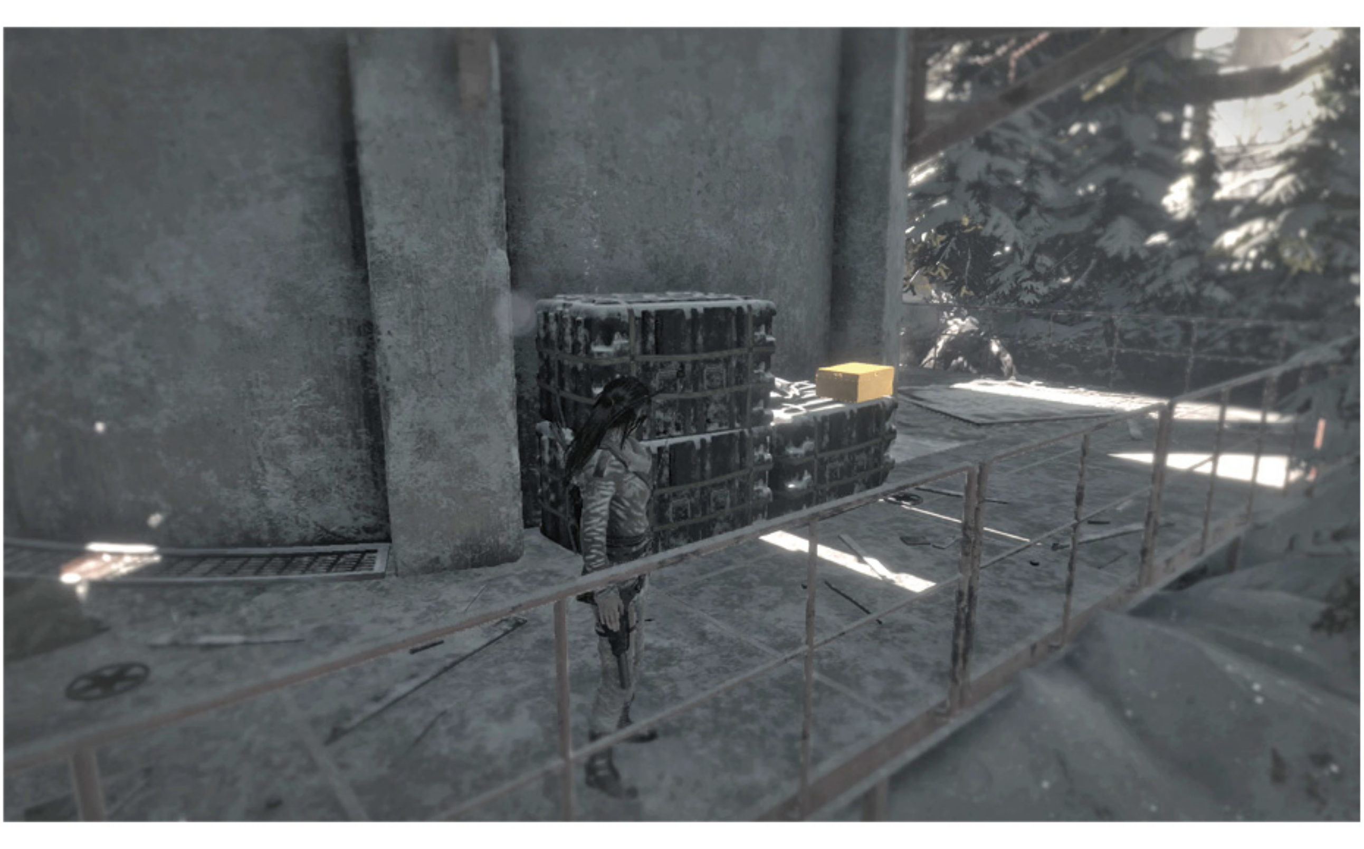


006 NE of Weather Station: Another **Strongbox** is on the northern side ofv the lake.

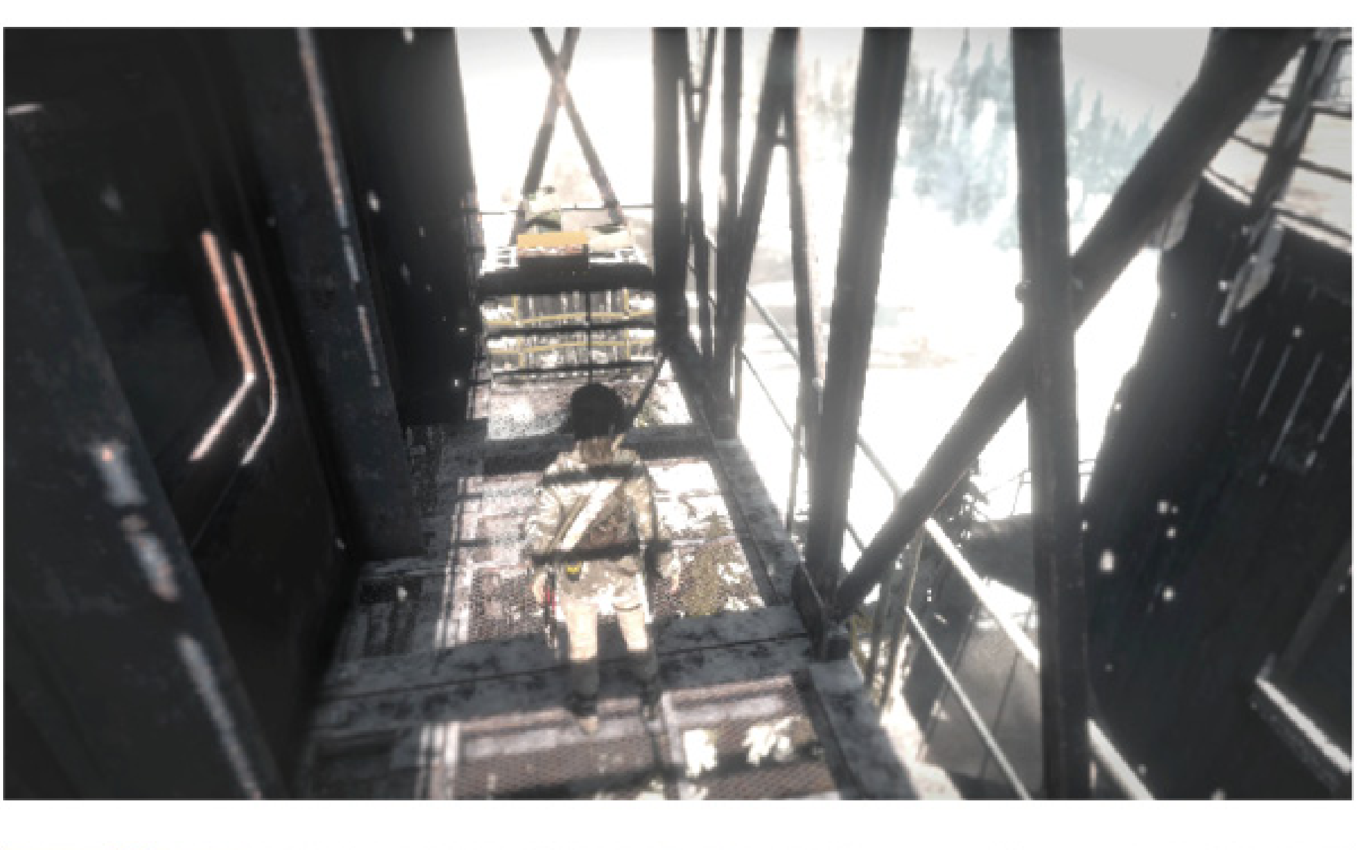


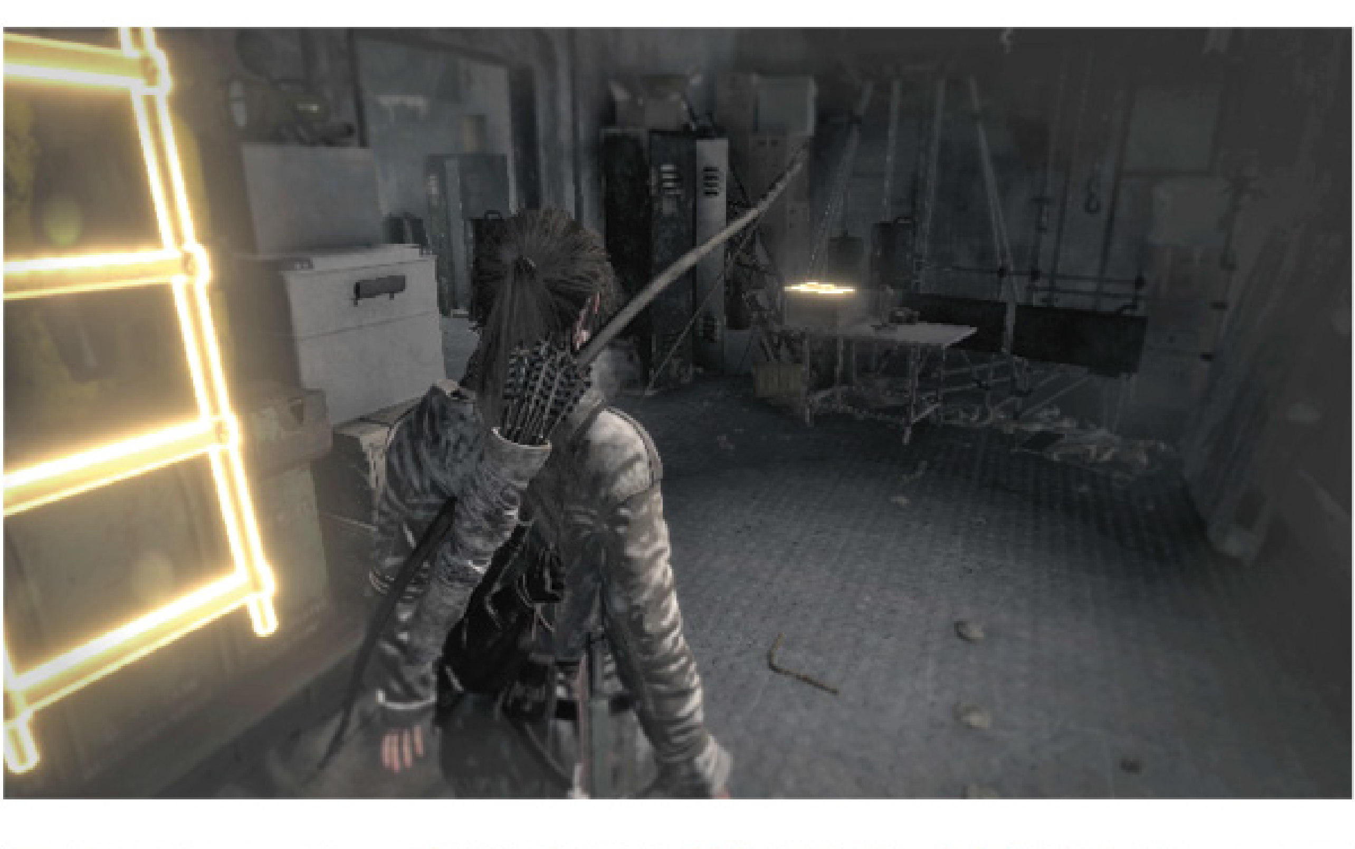
007 NE of Weather Station: Another **Survival Cache** is east of the lake, in a section of forest that is off to the side of the map. Look by the trees along the edge of the area.

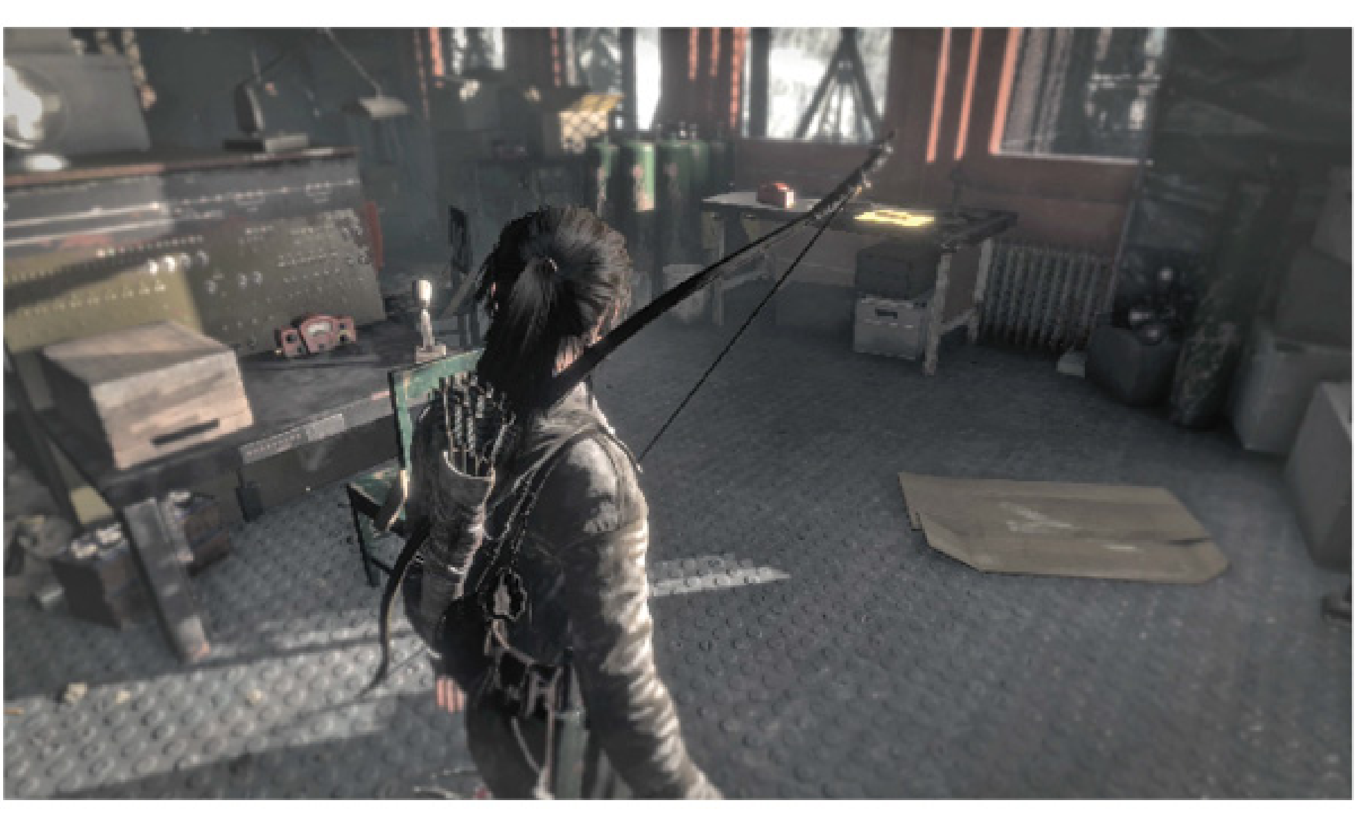




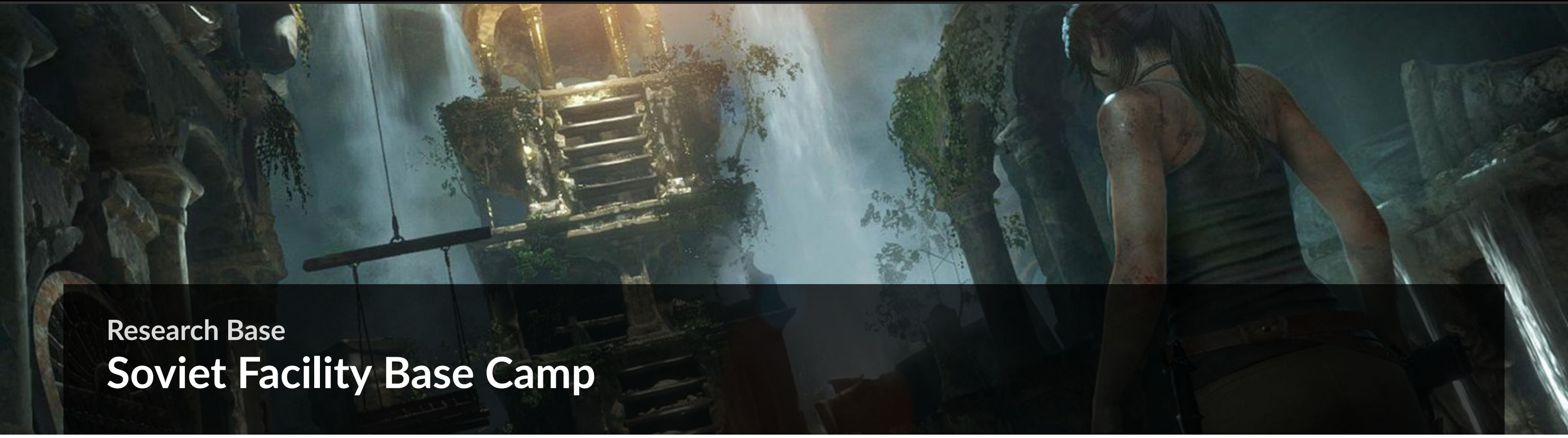
008 **009** N of Weather Station: Turn left when you get up to the actual research station. There is a **Document** very close to the entrance walkway. Around the rear you find a **Relic** as well.





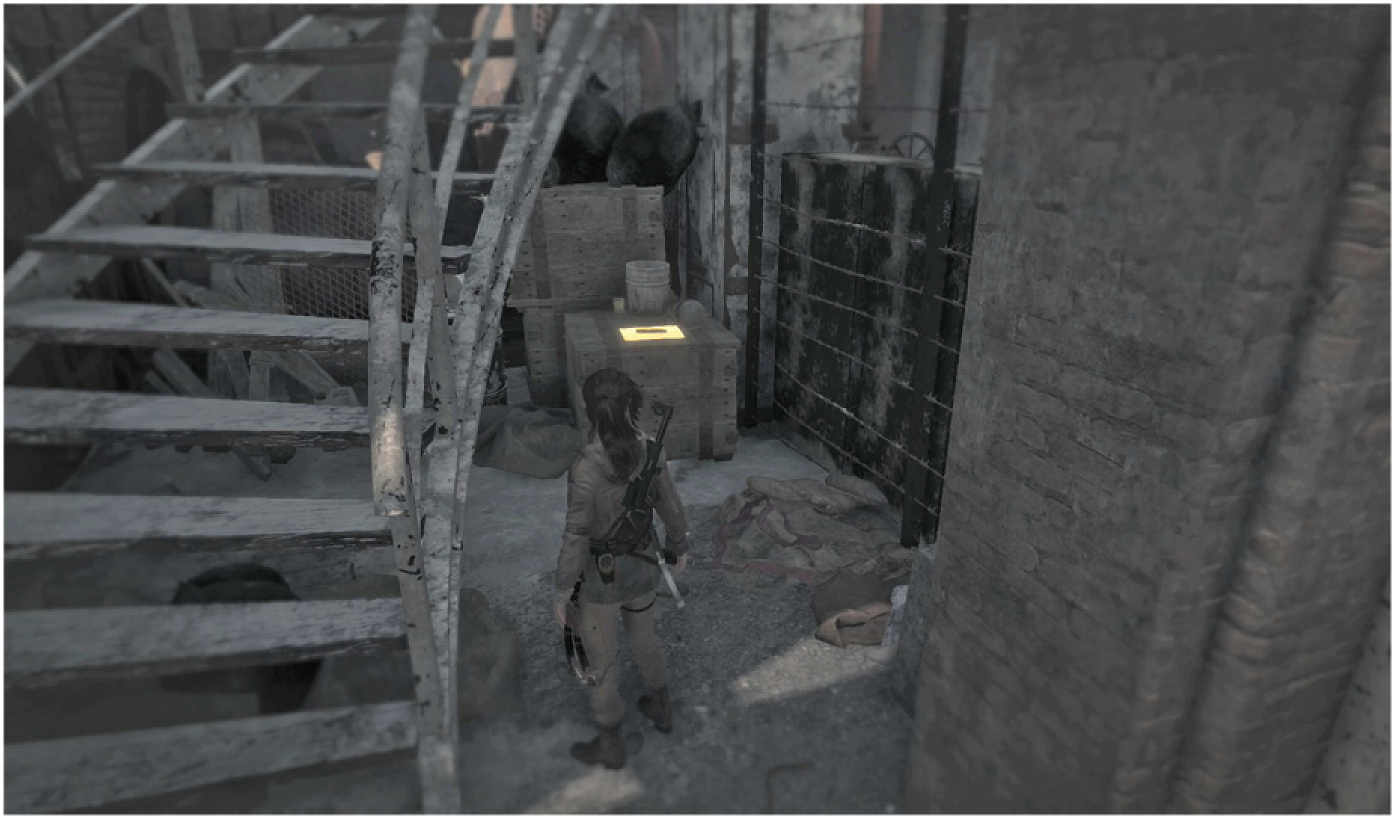


010 **011** **012** N of Weather Station: Look on the small walkway outside of the research building (on the second floor). You get a **Relic** there. Go inside afterward and get one **Document** from the room on the right, and another **Document** to the left.

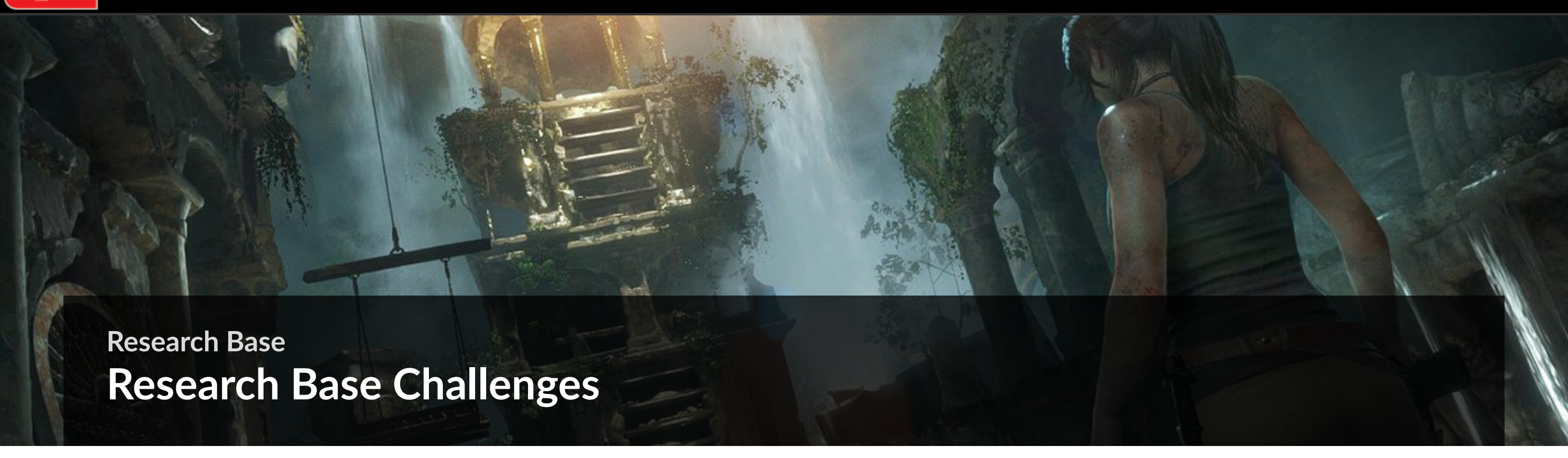


Research Base

Soviet Facility Base Camp



013 SW of Soviet Facility: There is a **Document** near the base of the zip line that takes you onto this part of the map.

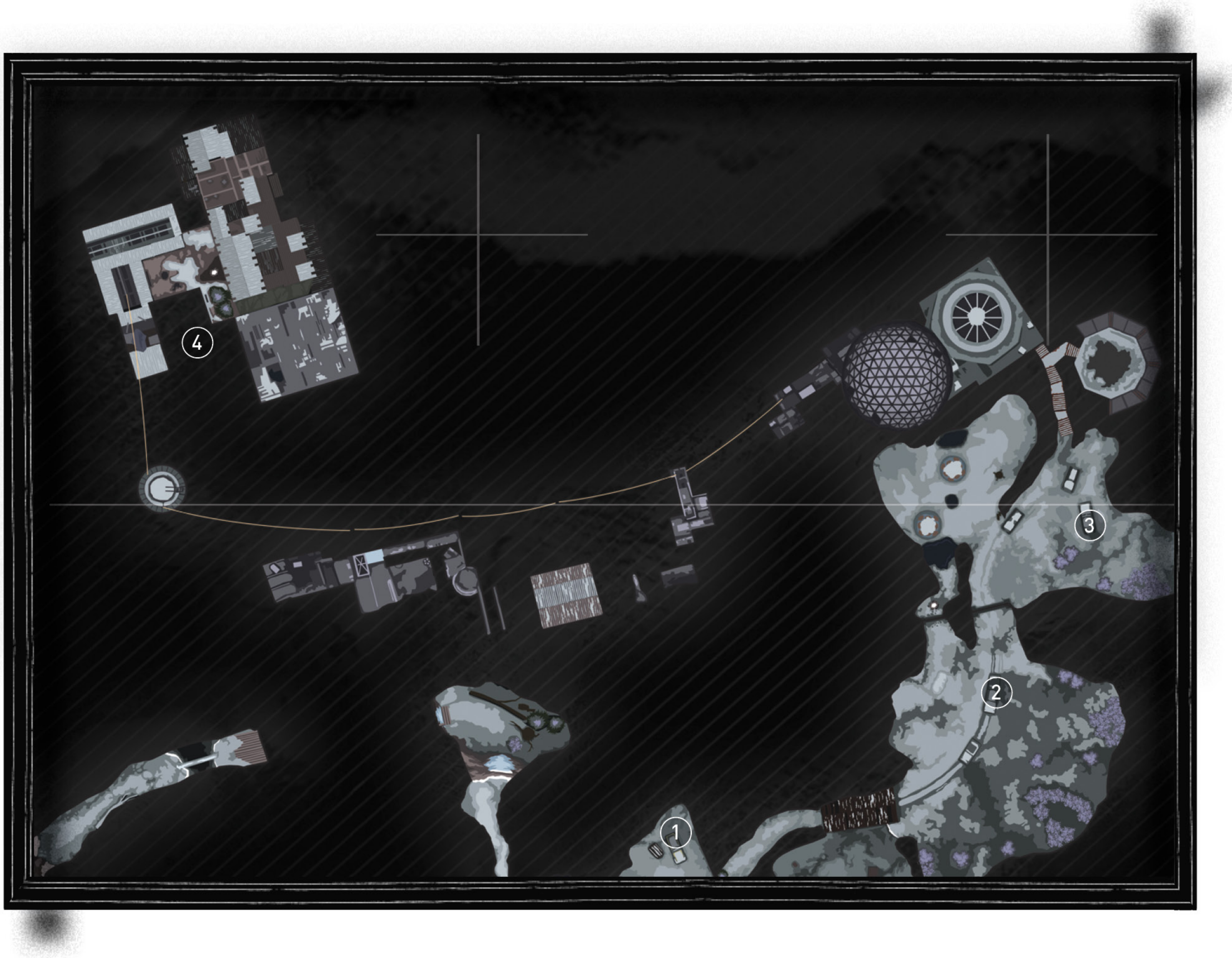


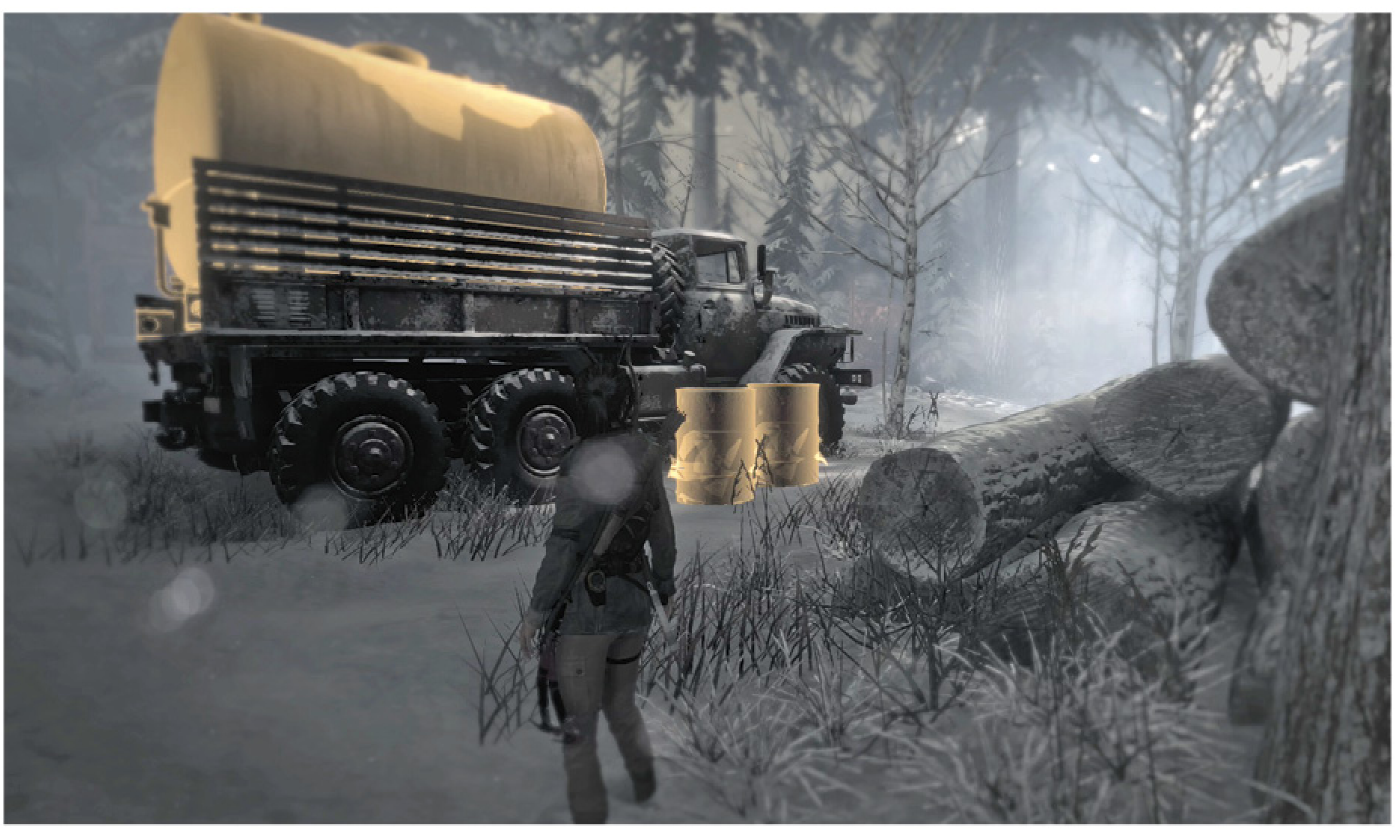
Research Base

Research Base Challenges

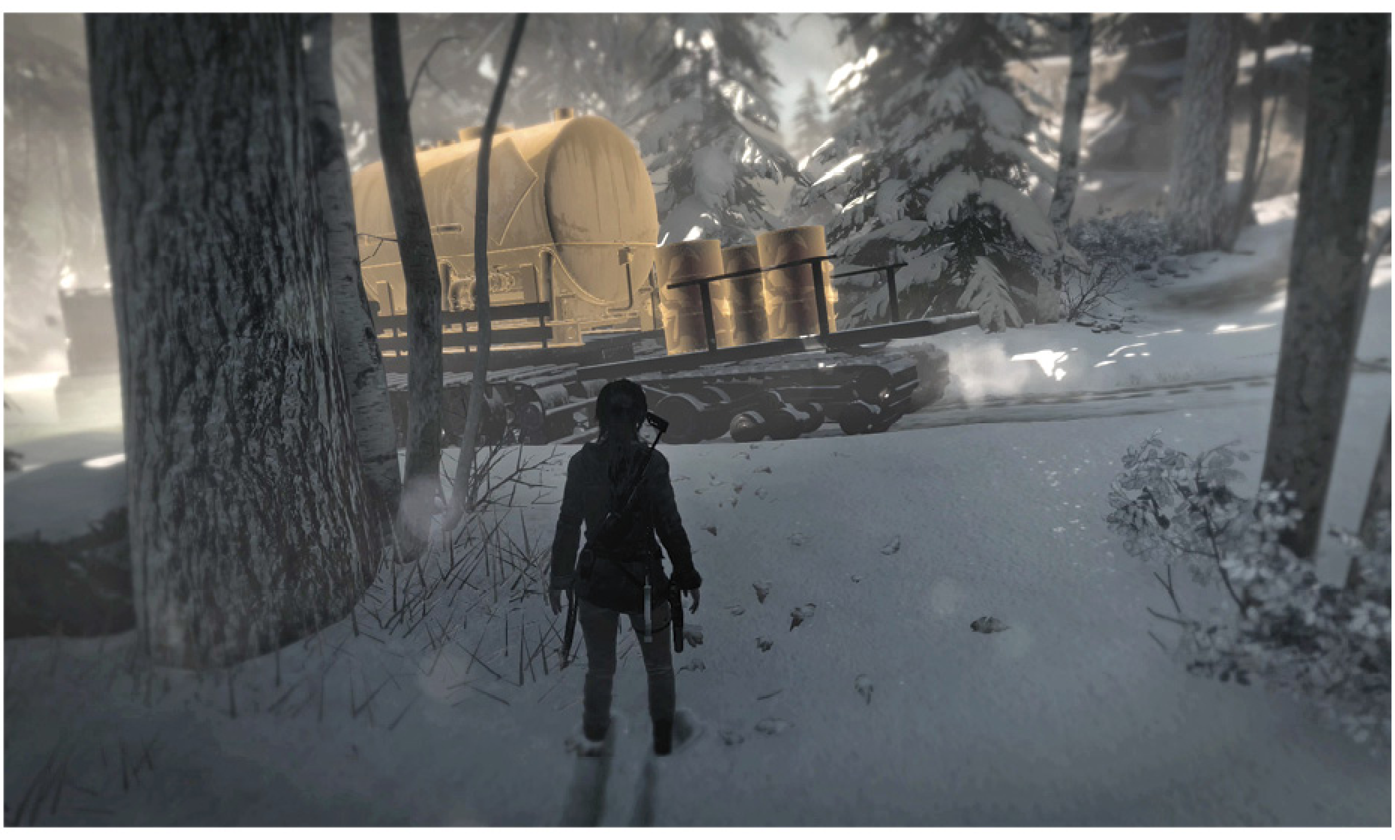
SCORCHED EARTH

Destroy four fuel tanks as you proceed through the region. The tanks are spread out over multiple yards in the earlier portion of the area. All of them can be blown up by taking out explosions that are placed near the tanks.

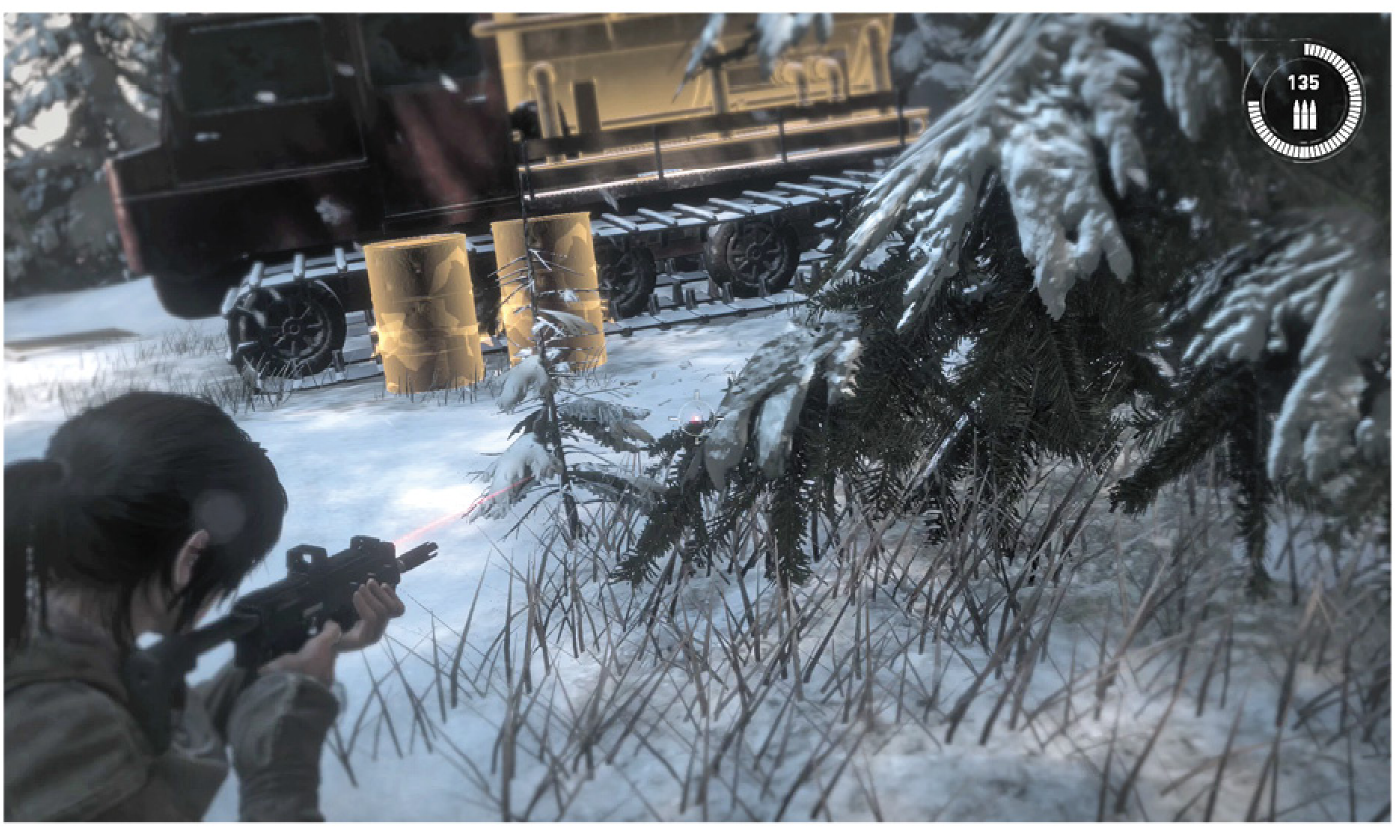




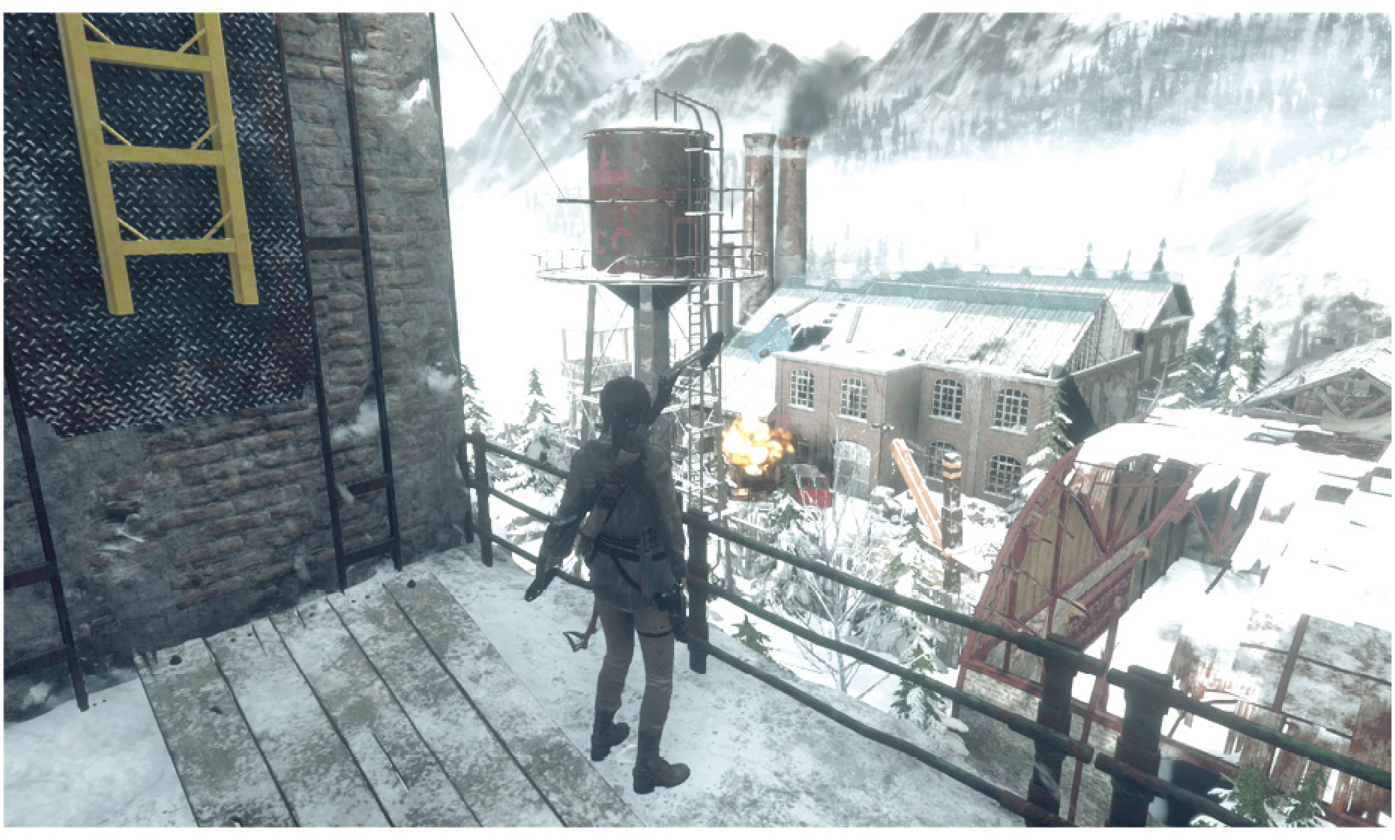
① SW of Weather Station: At the end of the first large area in the south, look for a truck with two red barrels stashed nearby. Shoot the barrels to destroy the fuel container on the truck.



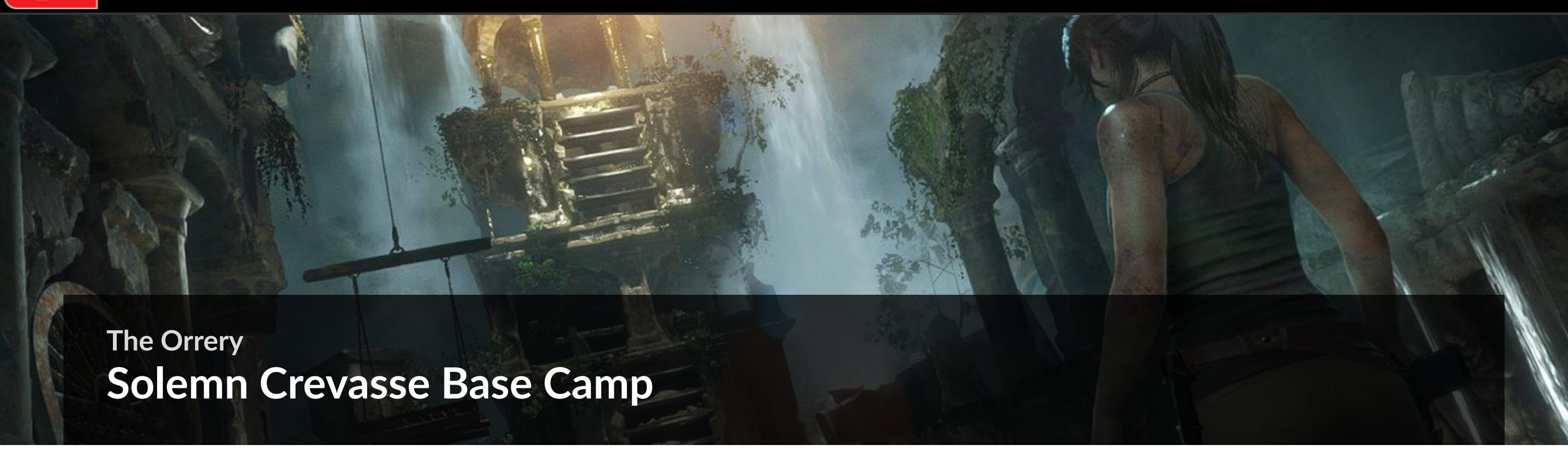
② SE of Weather Station: Shoot the barrels by another large truck. This one is in the center of the path, and it's hard to miss.



③ NE of Weather Station: One truck is parked on the eastern side of the map. It isn't too far from the helipad.

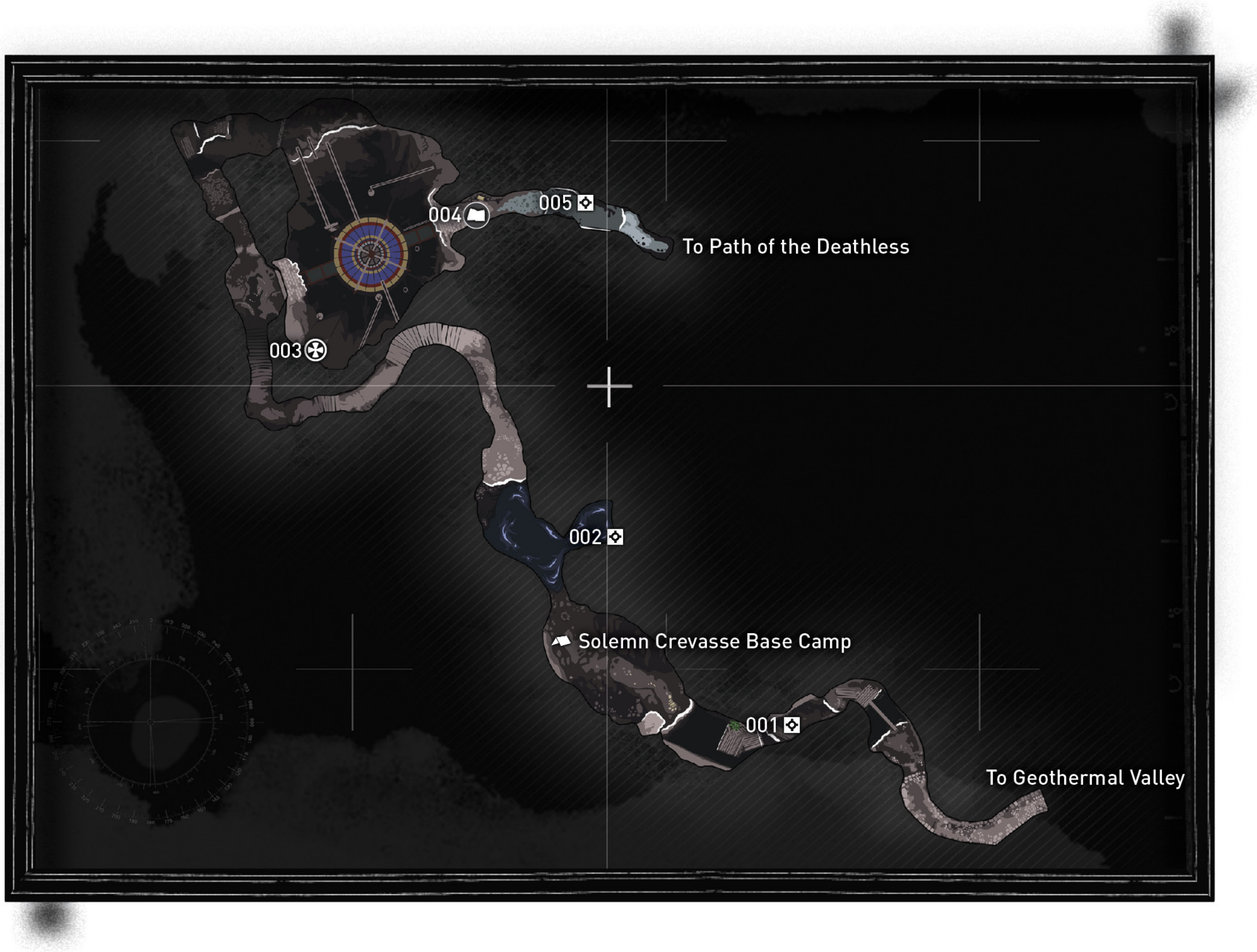


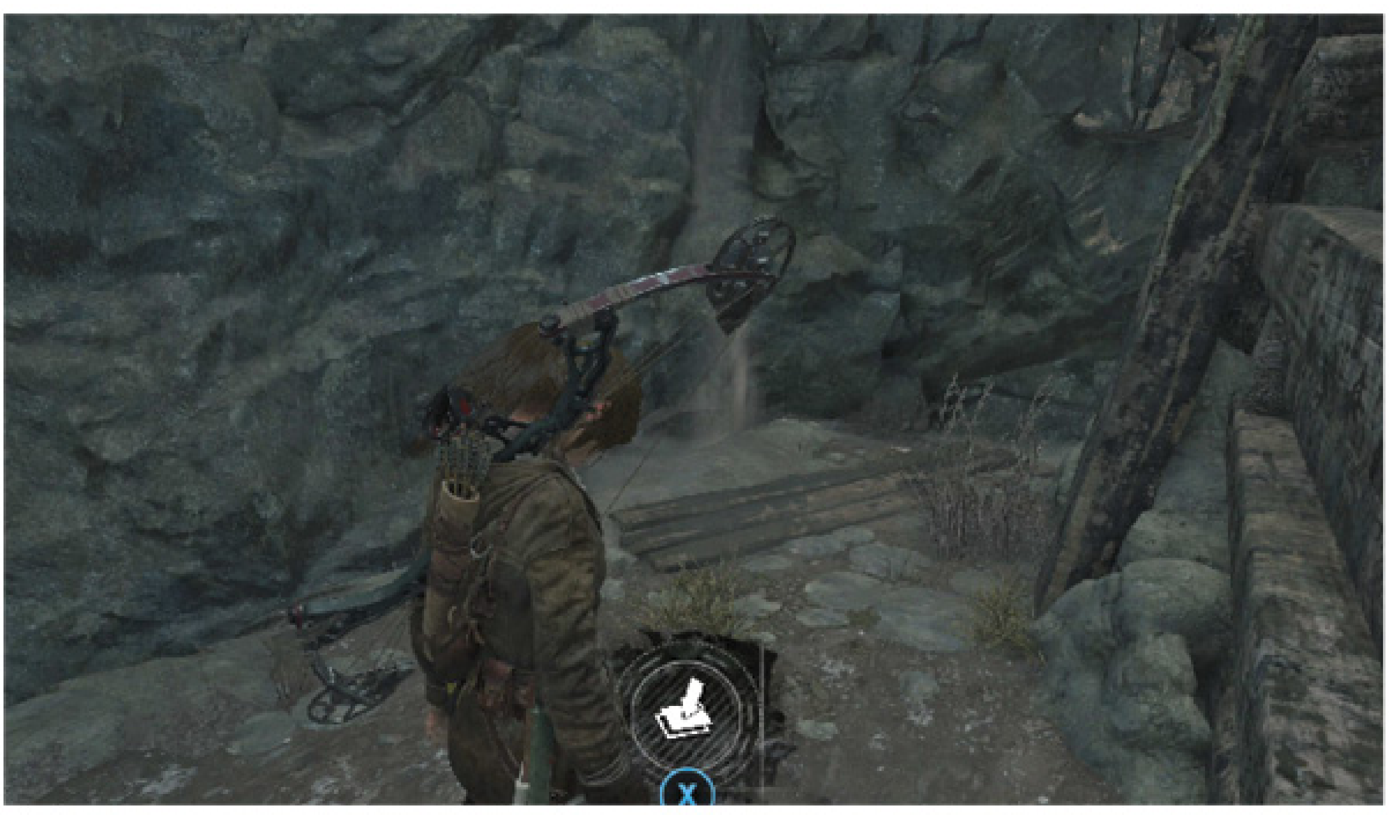
④ This tank is hard to find. It is in the final sequence before you get to the prison. After climbing out of the holding tank and getting back on solid ground, keep an eye out for the prison building. The final tank is in the back yard, but you have to get it before you zip line in. Shoot a Grenade Arrow at it to make it go up in flames!



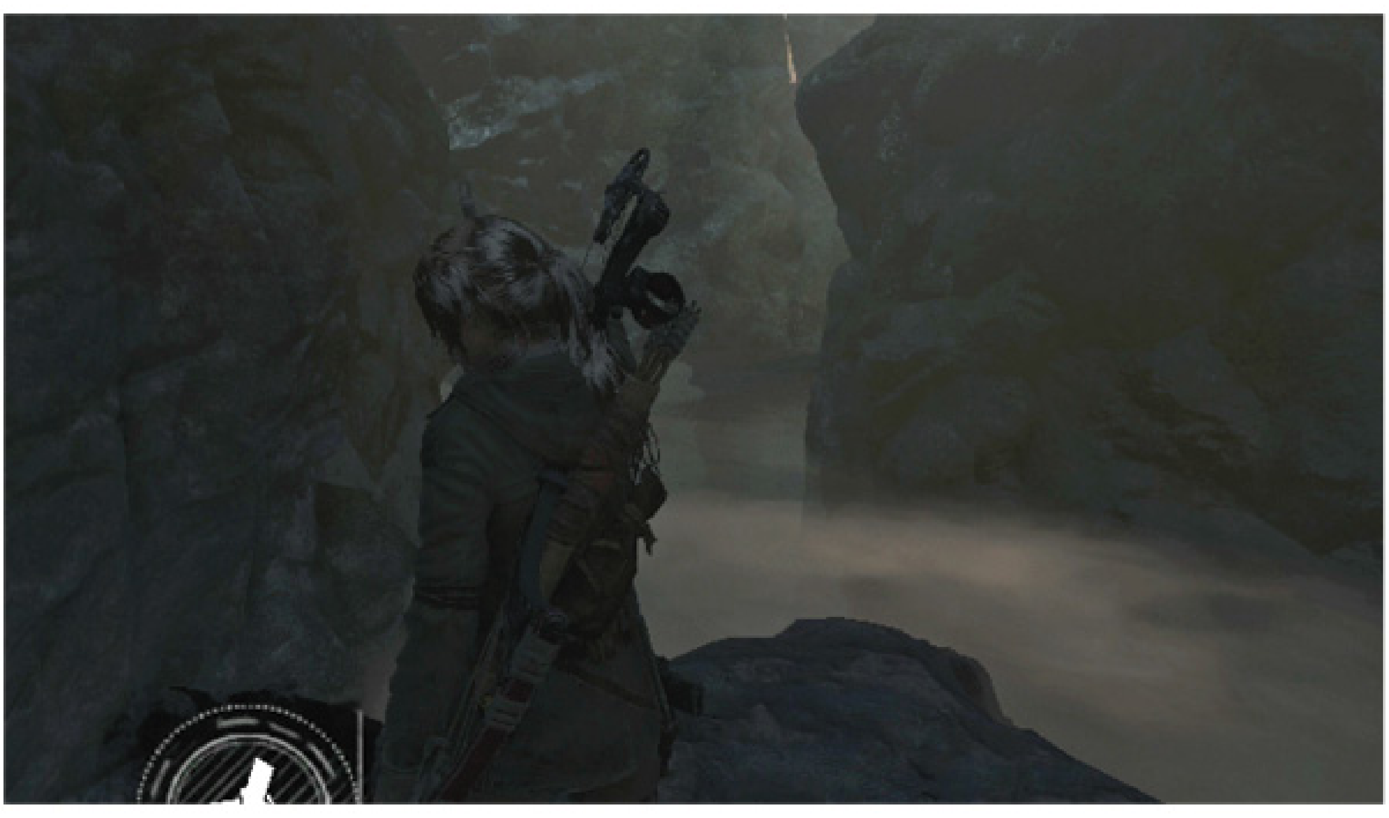
The Orrery

Solemn Crevasse Base Camp

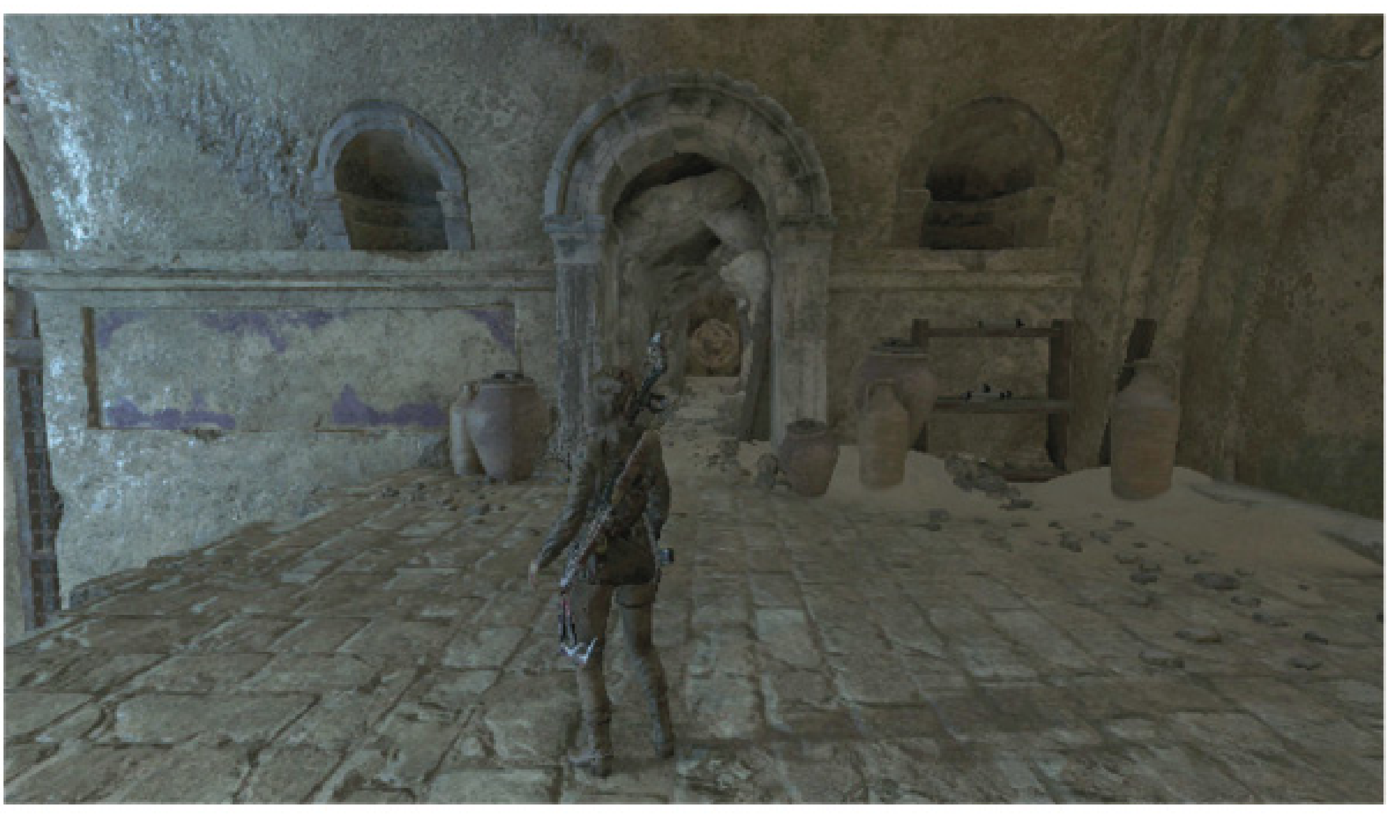

005
004
To Path of the Deathless
003
002
Solemn Crevasse Base Camp
001
To Geothermal Valley



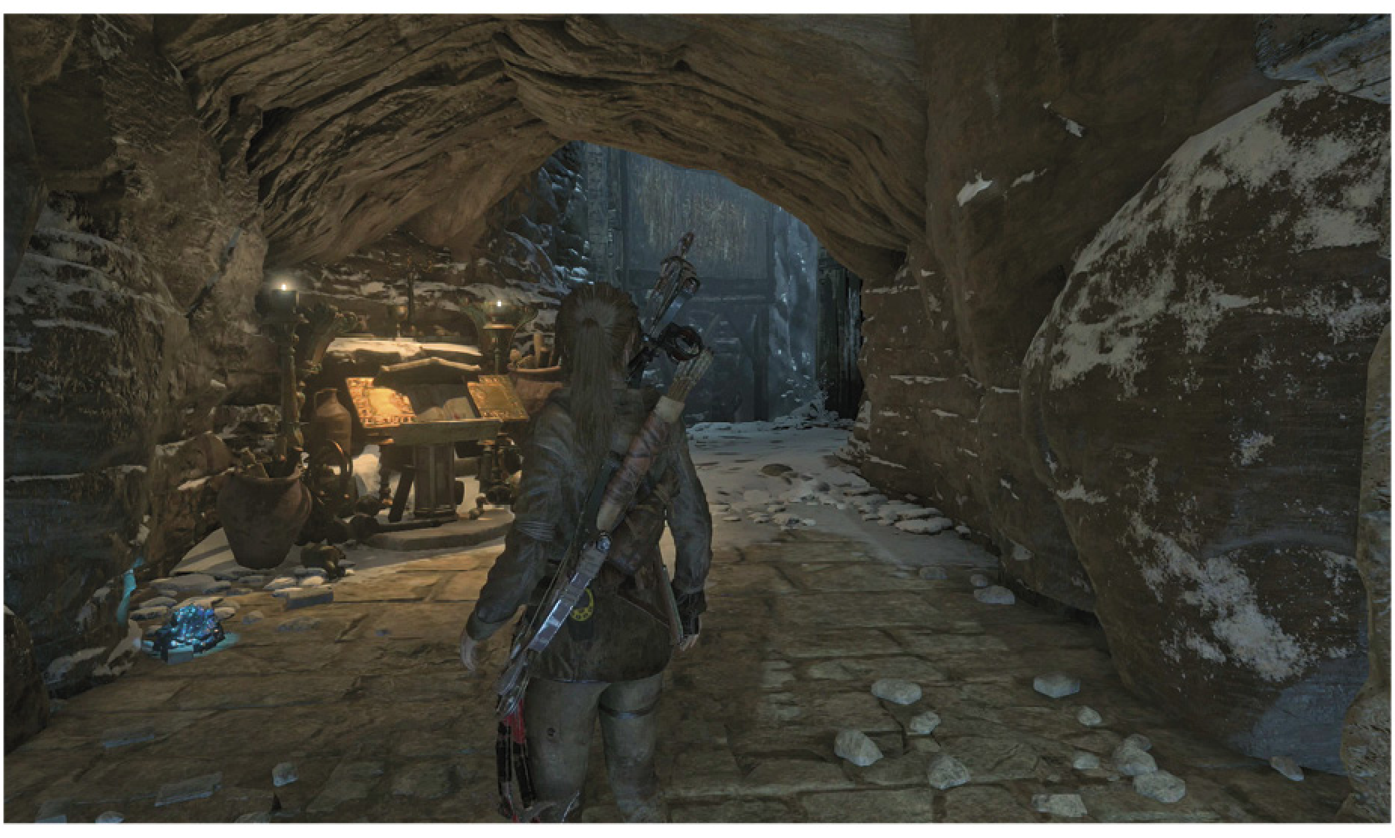
001 SE of Solemn Crevasse: A **Survival Cache** is on a lower ledge, in the open cavern.



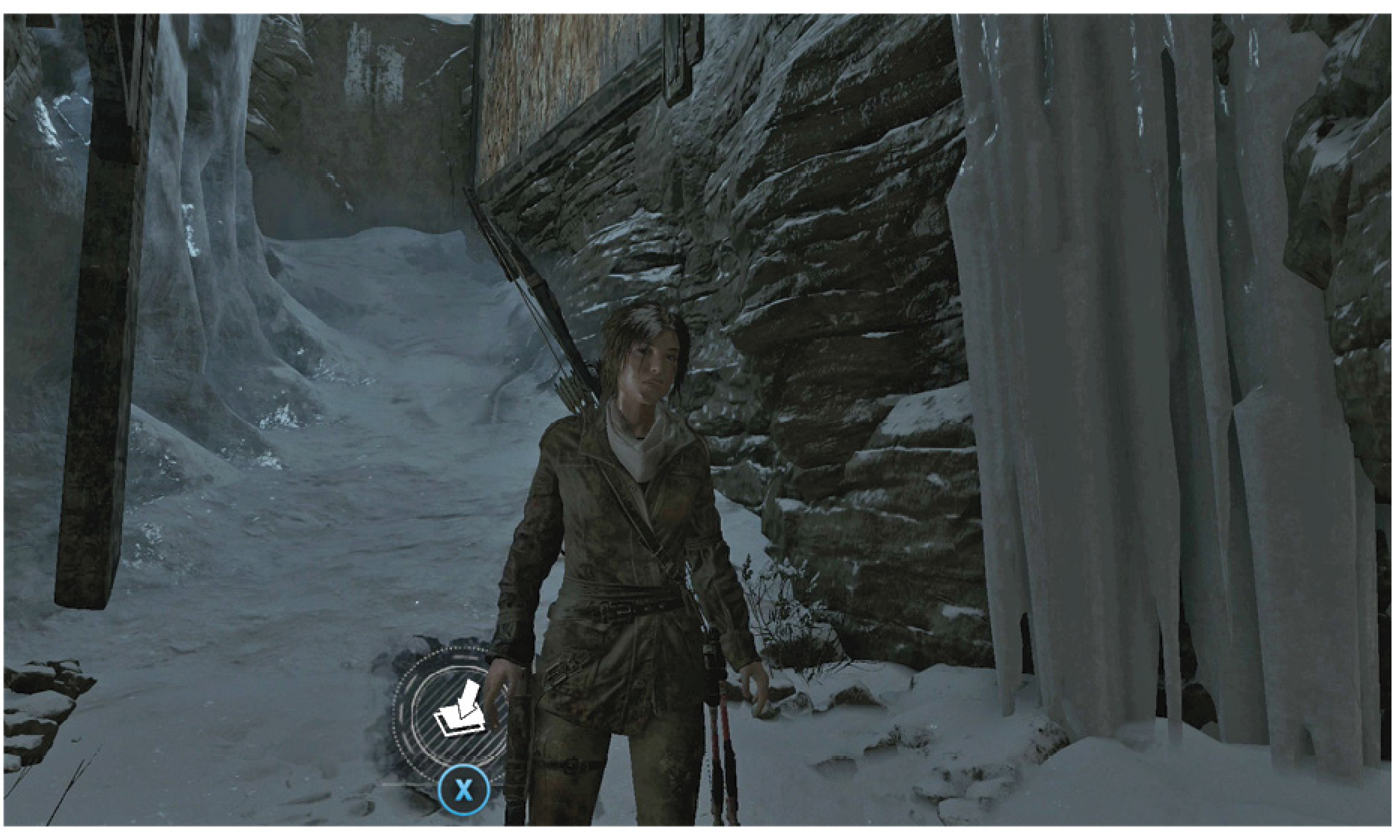
002 N of Solemn Crevasse: Another **Survival Cache** is in a small area on the eastern side of the map, as you advance north from base camp. It's on a tiny patch of land by the water.



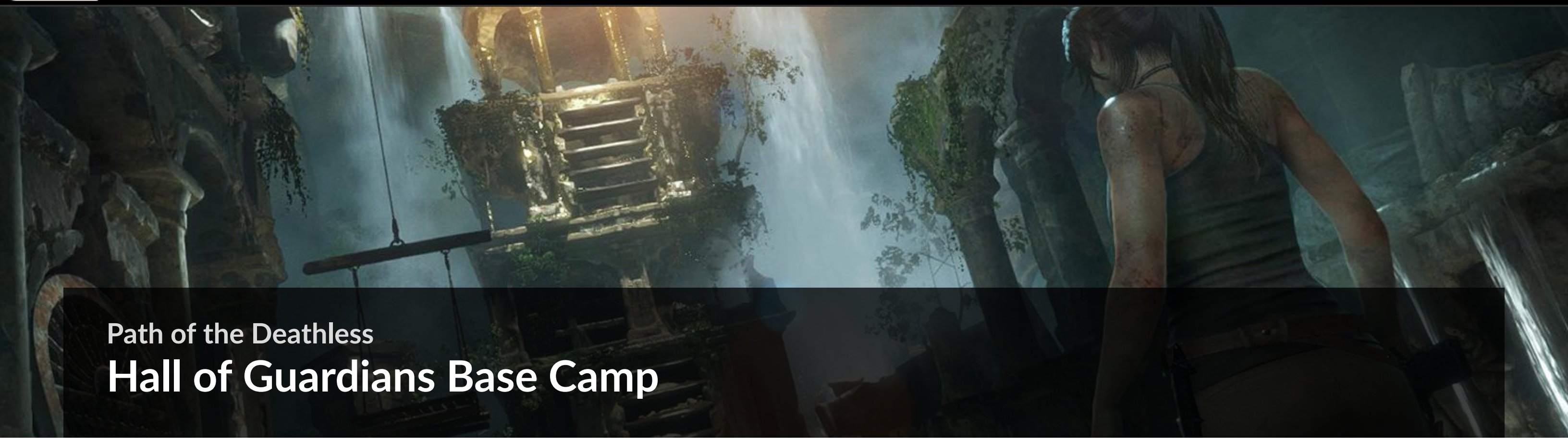
003 NW of Solemn Crevasse: While working on the Orrery puzzle, look for a **Mural** on the middle tier of the room.



004 N of Solemn Crevasse: At the top of the Orrery puzzle you get a **Codex**.

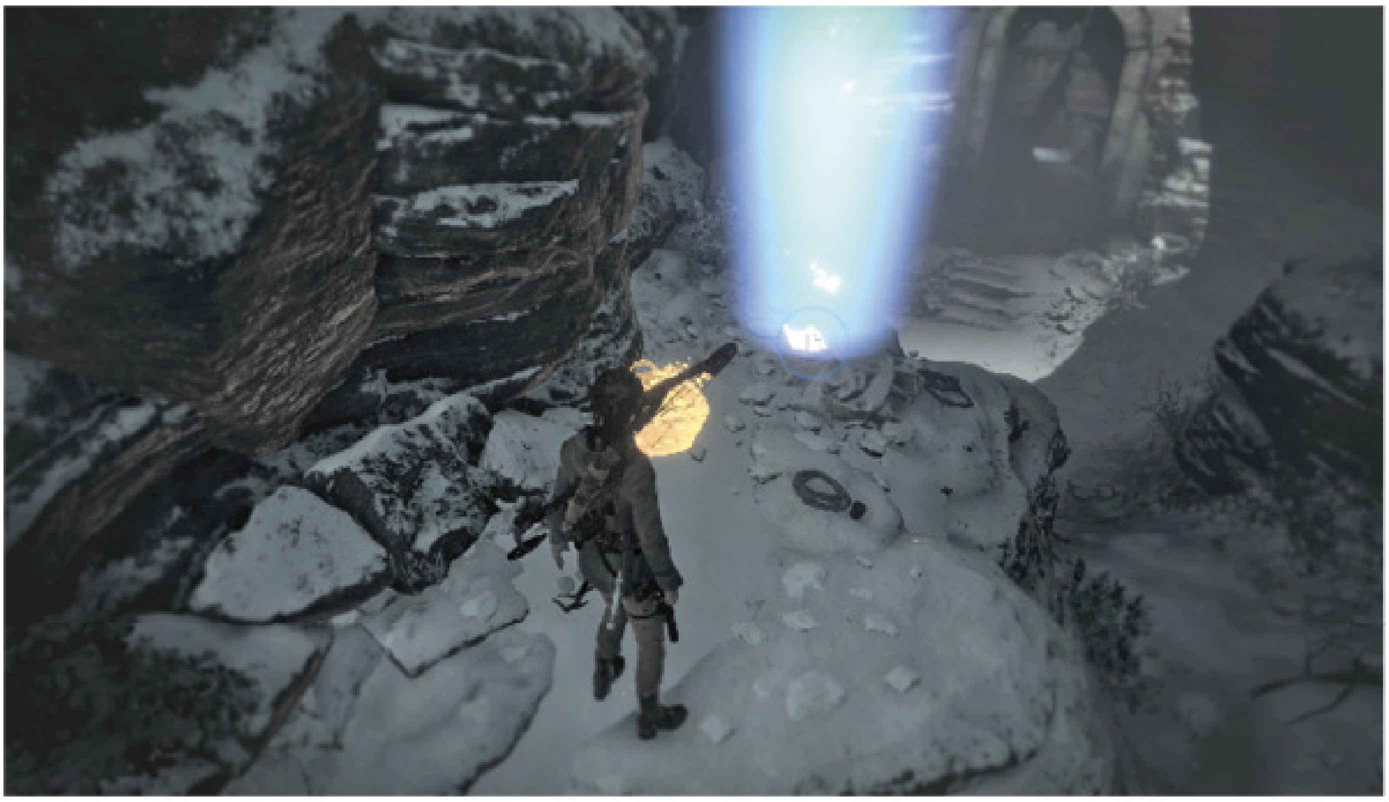


005 N of Solemn Crevasse: On the way out of the map, search the northern end of the final tunnel for a **Survival Cache.**

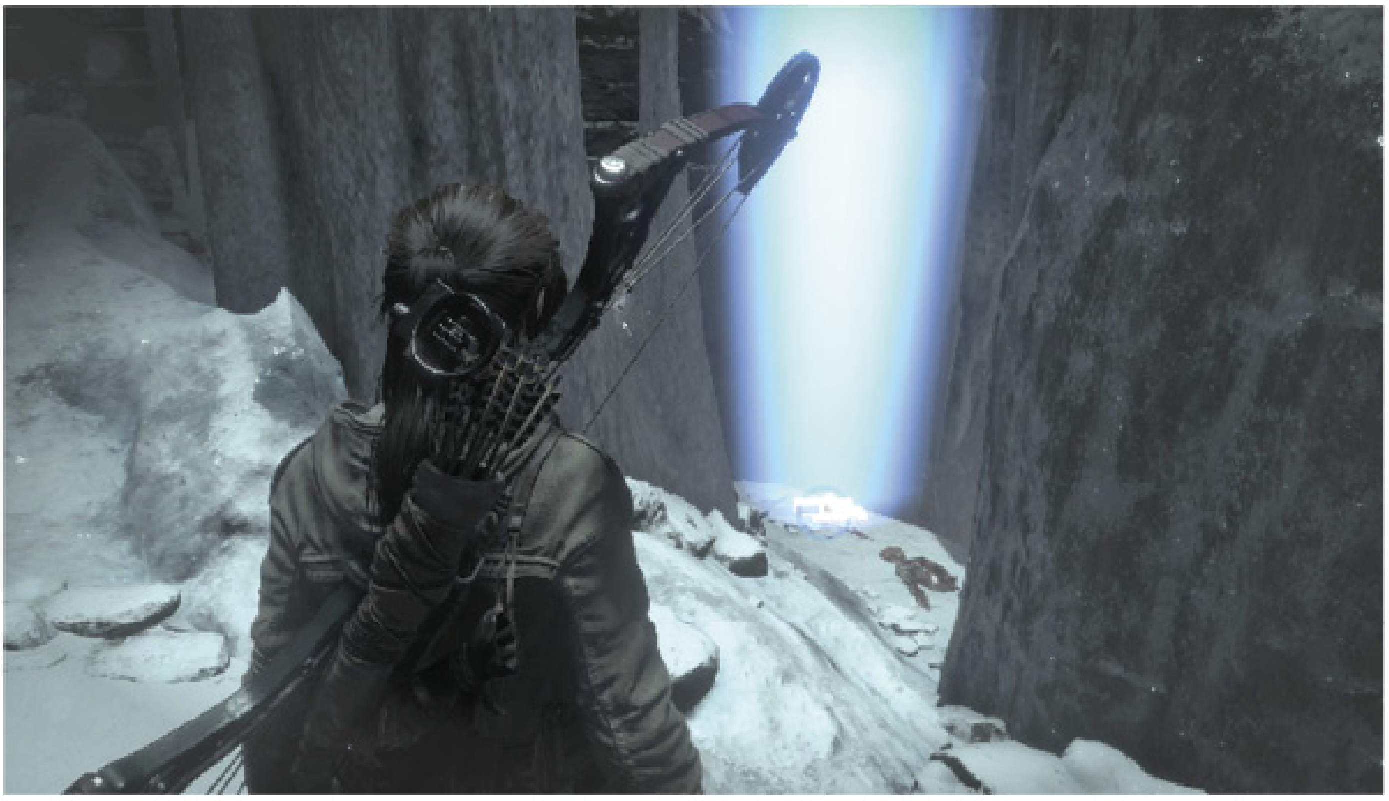


Path of the Deathless

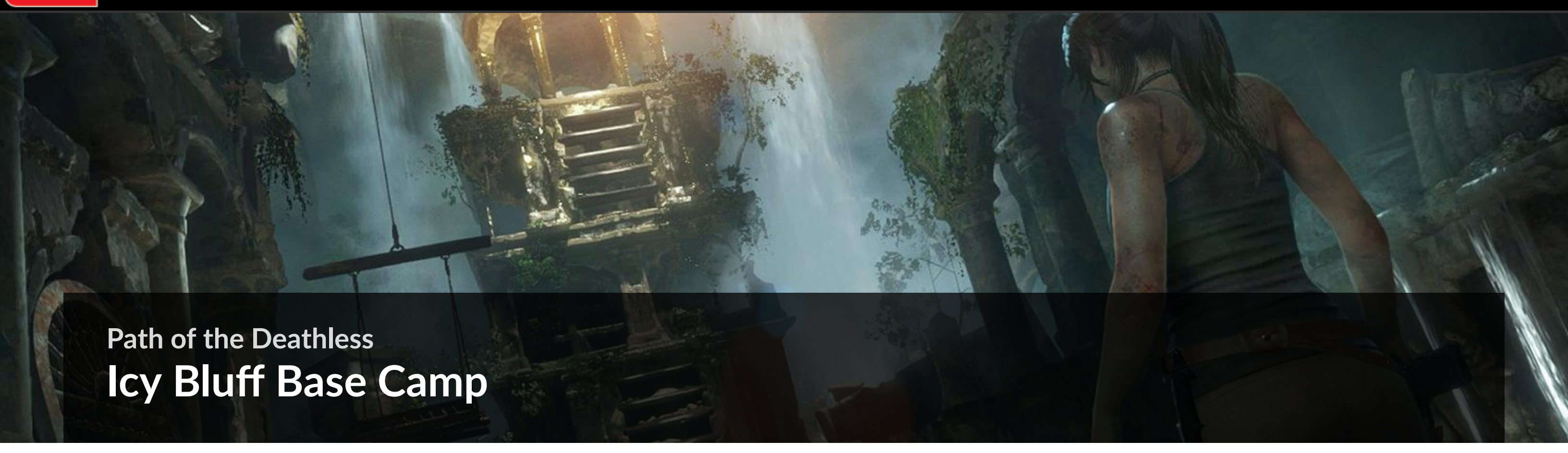
Hall of Guardians Base Camp



🗋 **001** SW of Hall of Guardians: Get a **Document** from the western wall of the map in the first large room of the area; it's on a ledge.

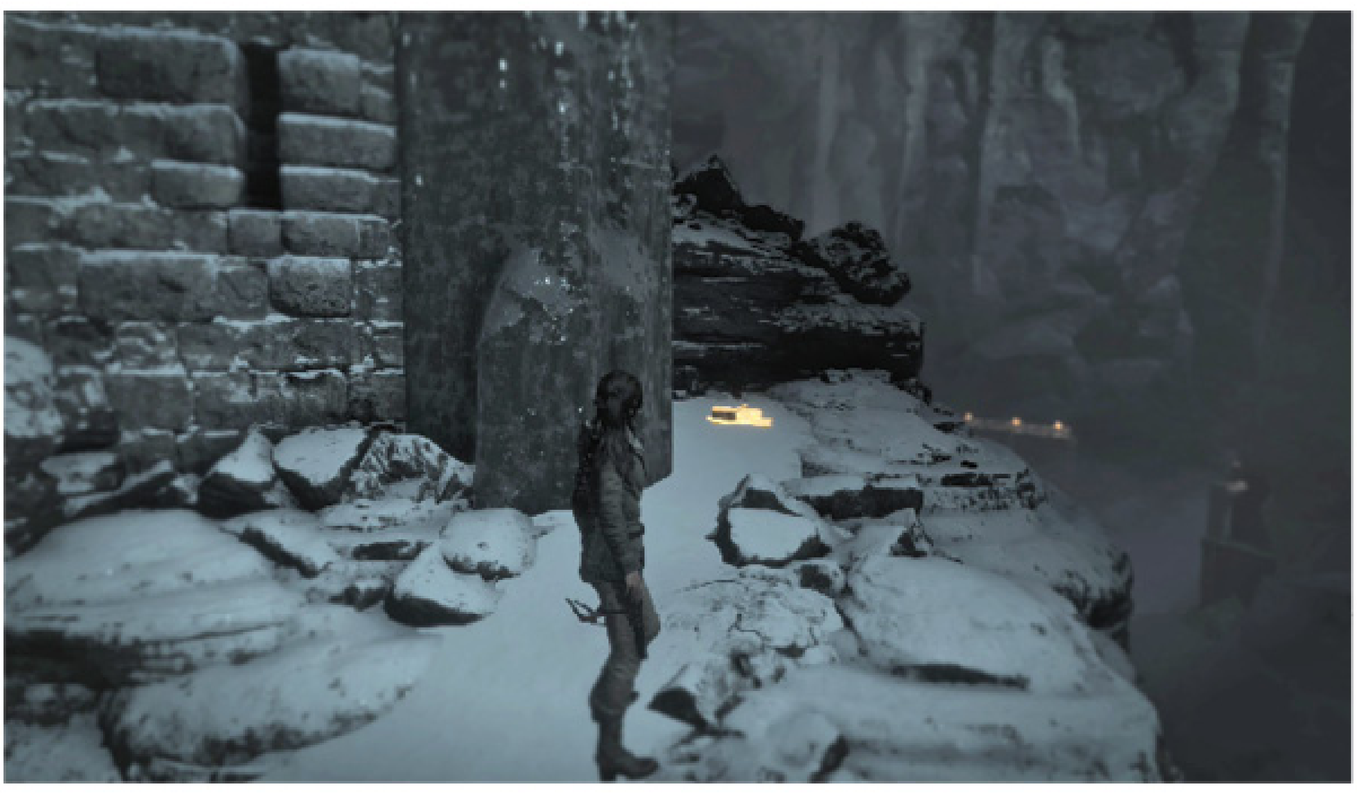


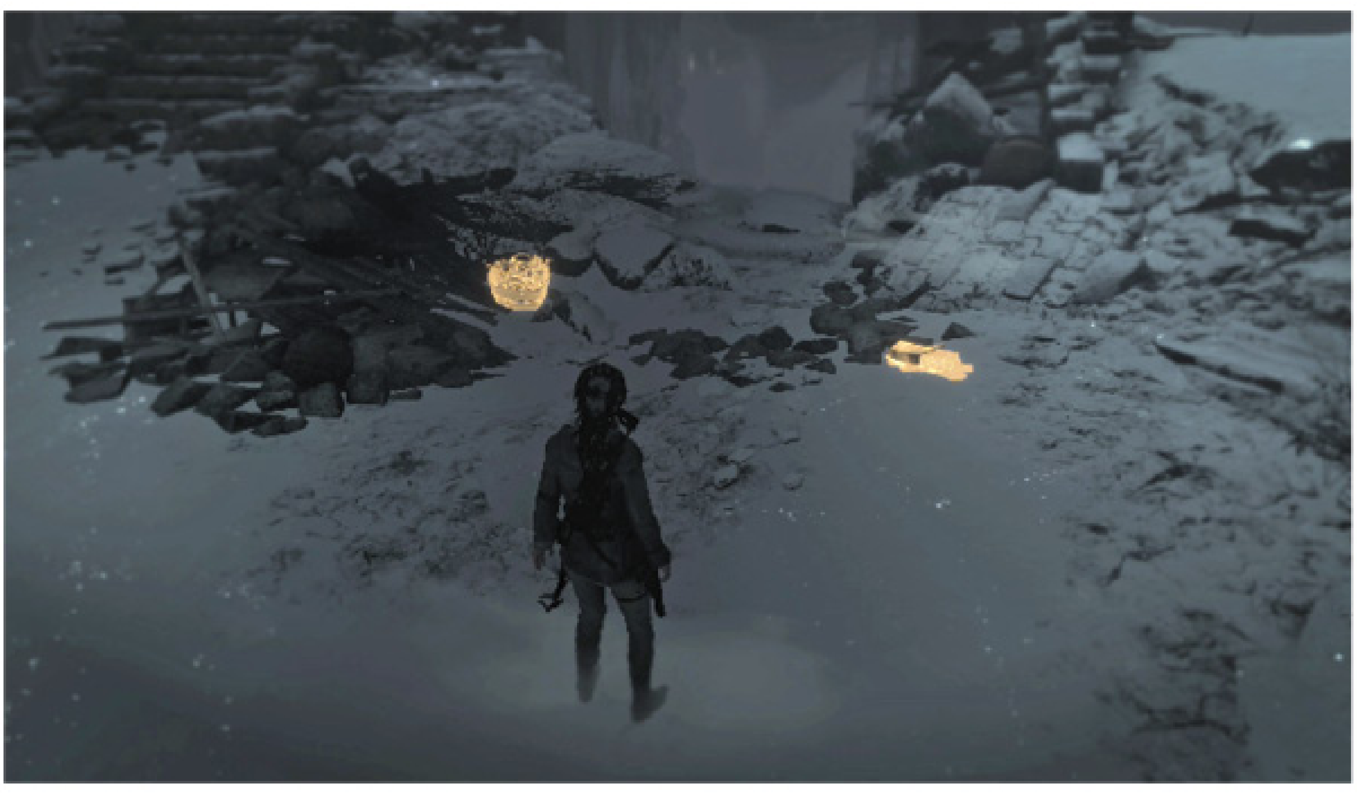
🗋 **002** E of Hall of Guardians: Use the eastern passage away from base camp and search a cubby to the south for a **Document**.

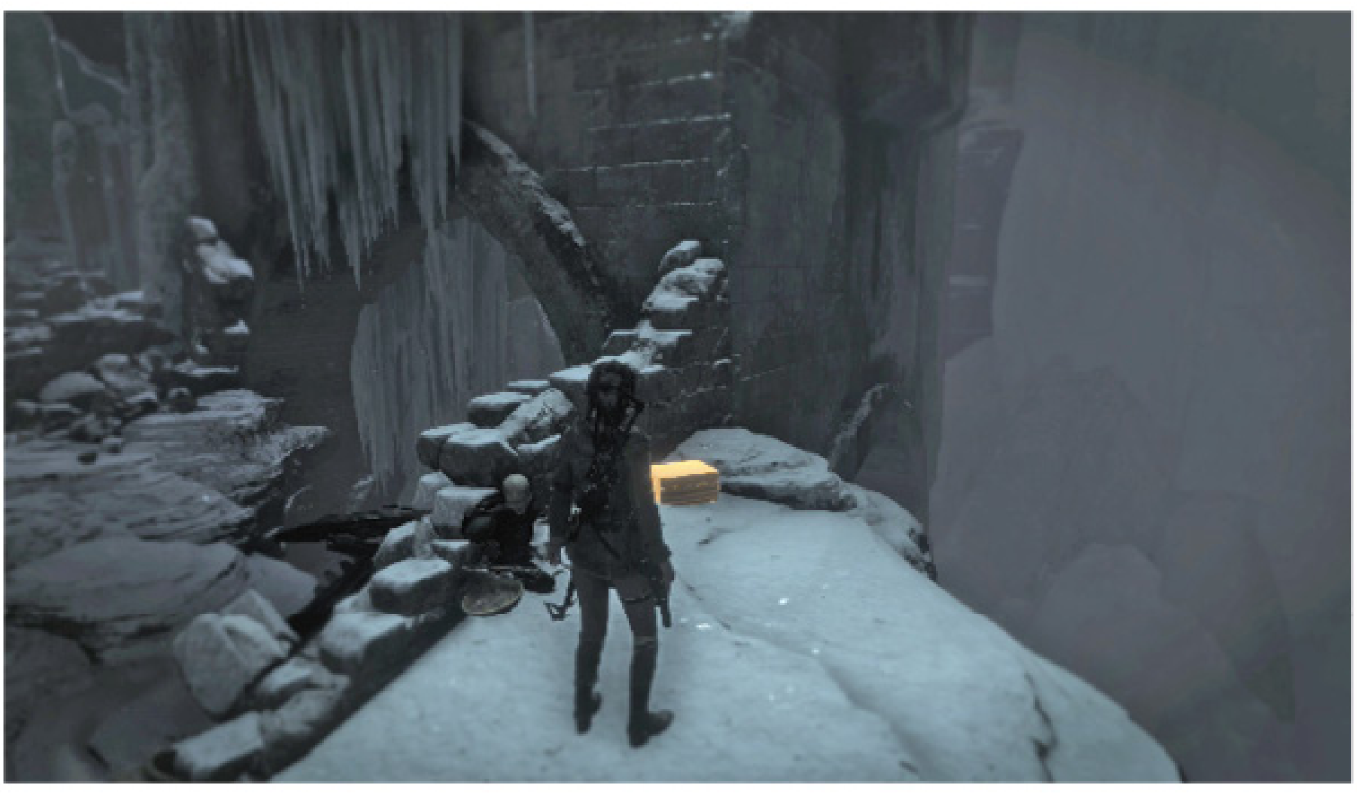


Path of the Deathless

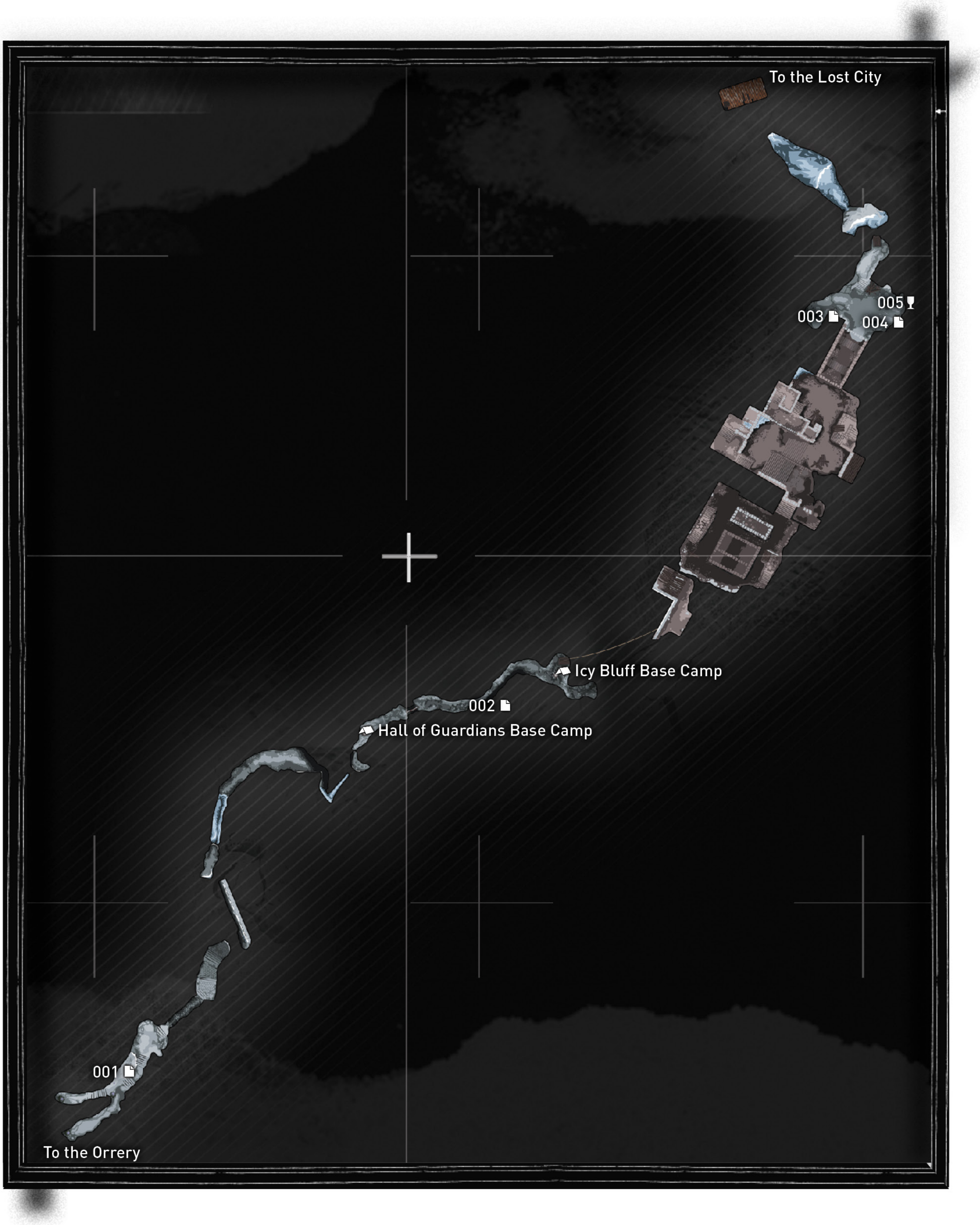
Icy Bluff Base Camp

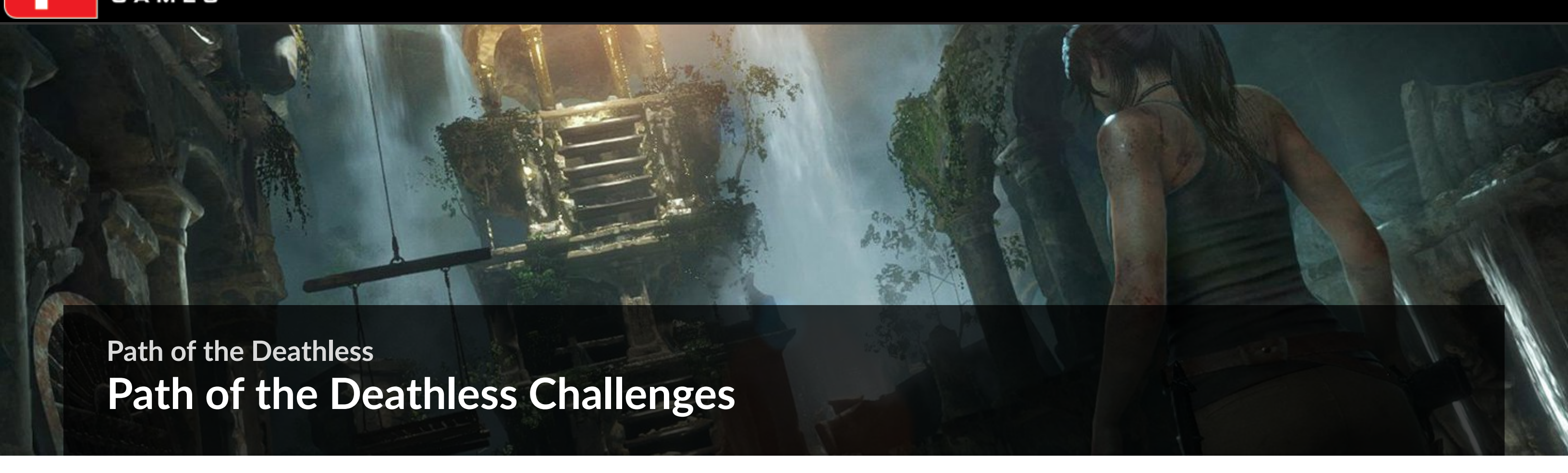






🗋 **003** 🗋 **004** 🏆 **005** NE of Icy Bluff: Get through the city and stop before using the cliffs to climb away from that area. A **Document** is on a small patch of land to the left. Another **Document** is on the right side. Finally, you get a **Relic** on the right as well.

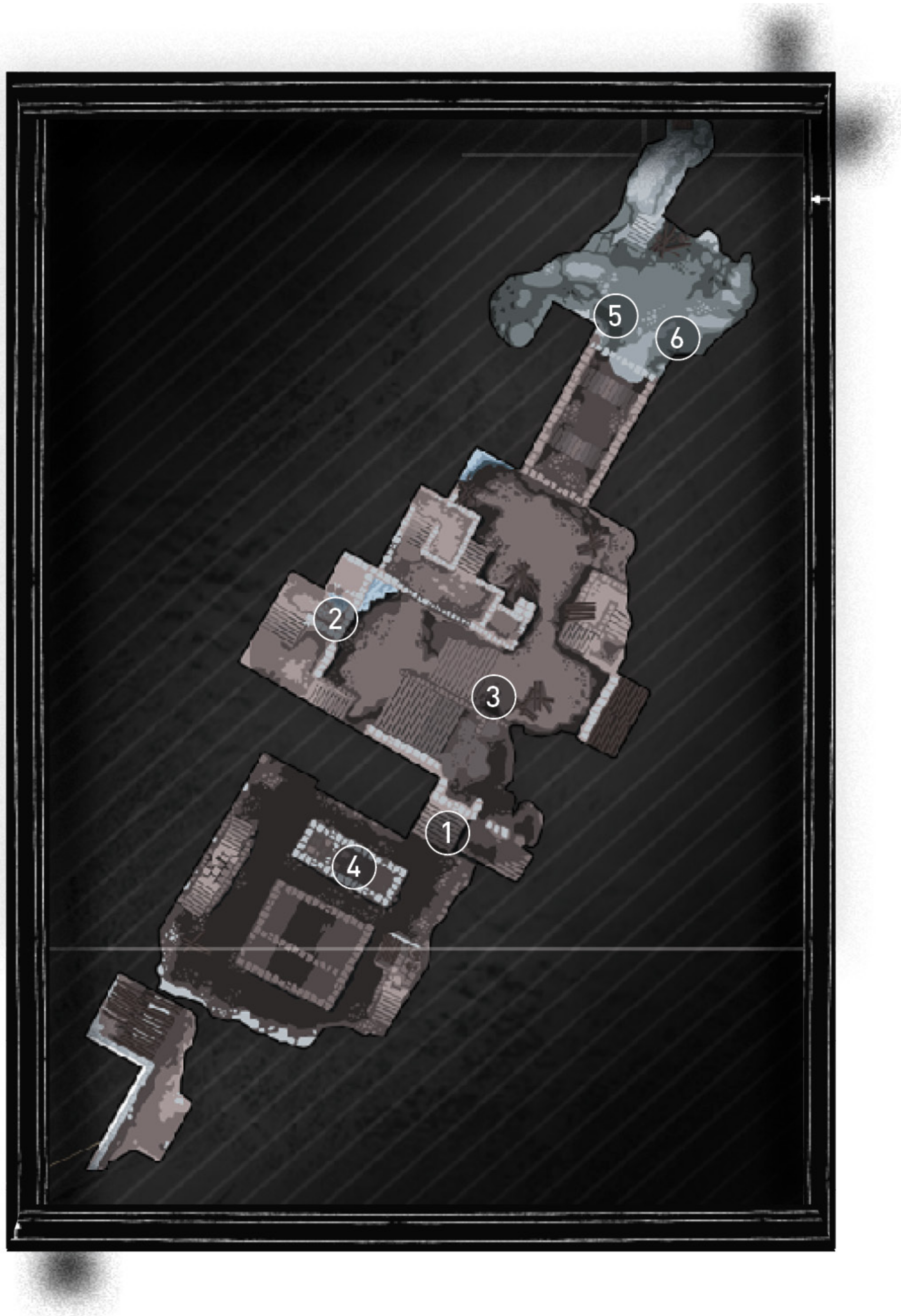

To the Lost City
005
003
004
Icy Bluff Base Camp
002
Hall of Guardians Base Camp
001
To the Orrery

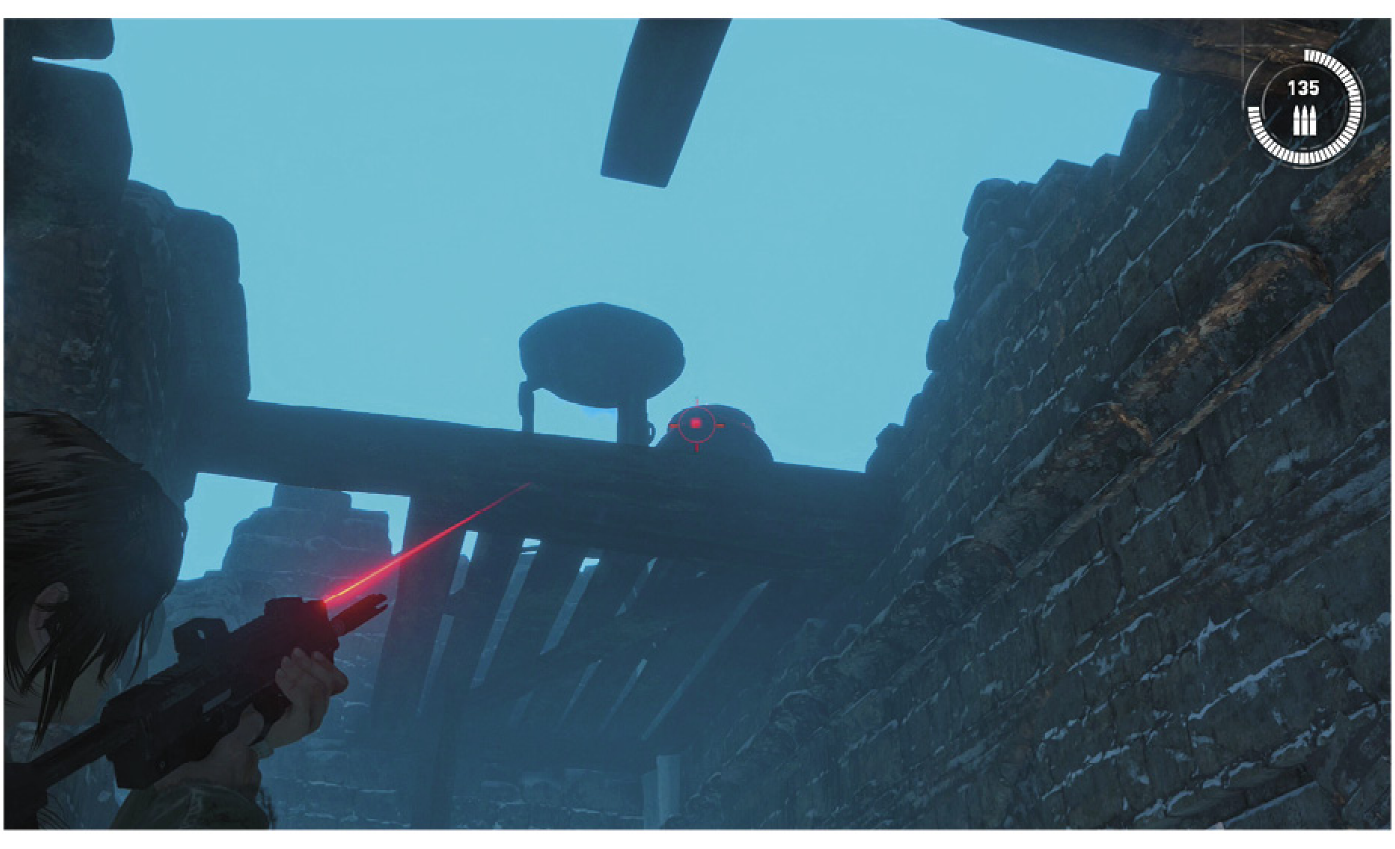


ENEMY OF MY ENEMY

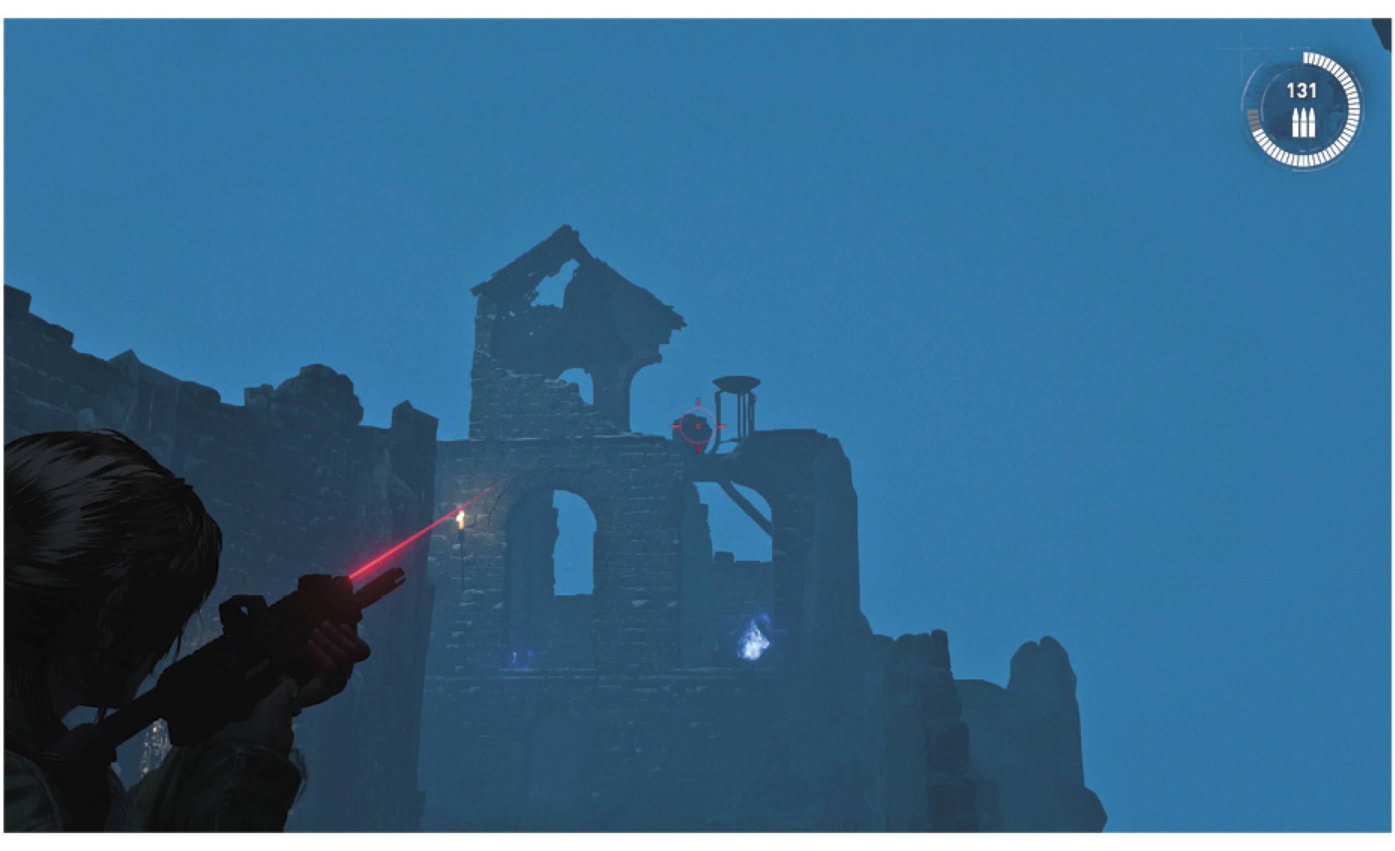
There are six signal braziers inside the town. You don't need to search anywhere else in the map to find them. As usual, Survival Instincts helps to pin down the locations of the fires that have to be lit. Each one is near urns that can be shot to start the fires burning, and the urns glow quite well on their own. Look up and over the city to find your targets. Most are inside windows and are easier to find when Lara is higher up and can pan around to see everything around her.

Usually, we give you map callouts that show where the objective is located. In this case, our callouts show you where to stand to see your targets!

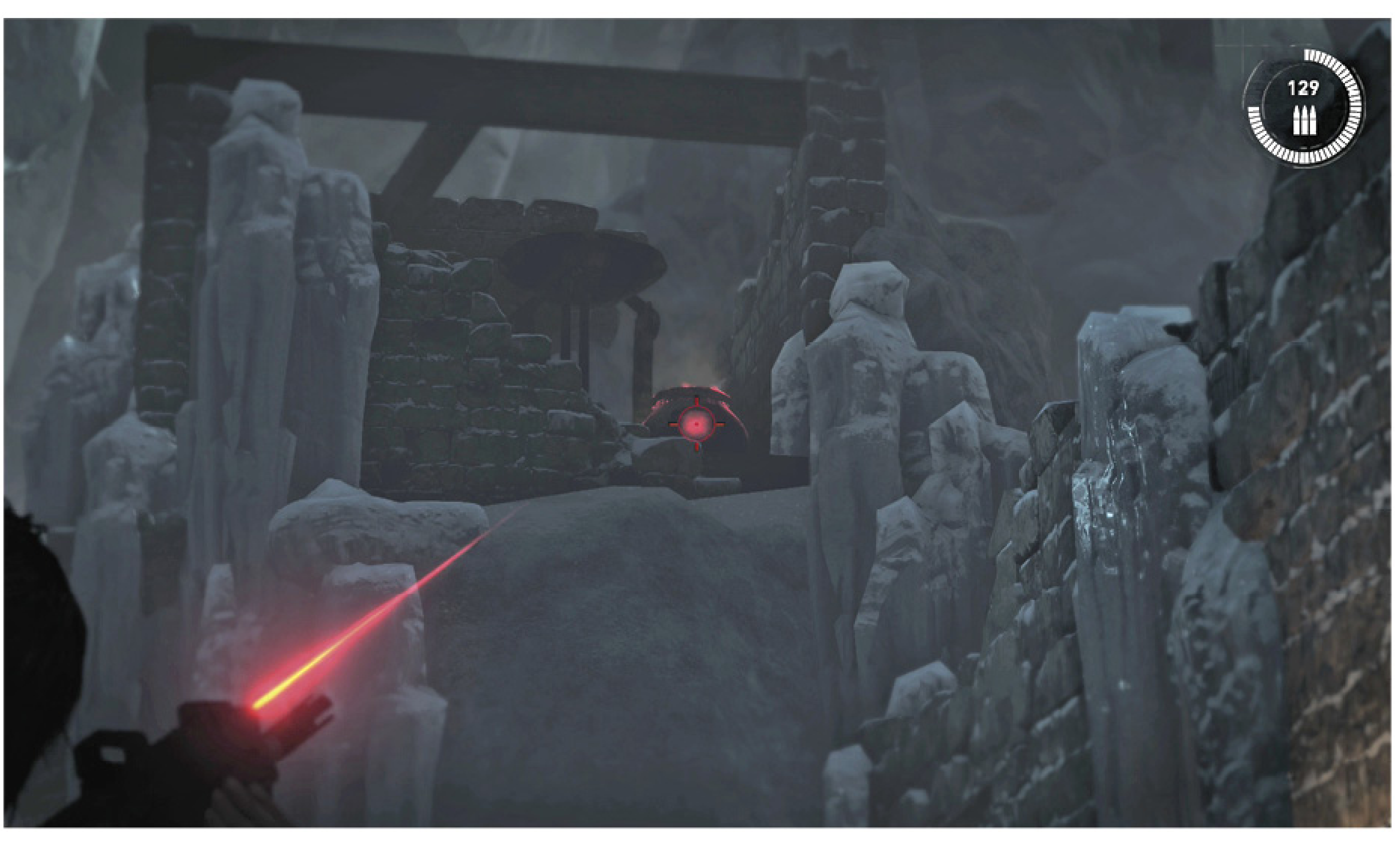




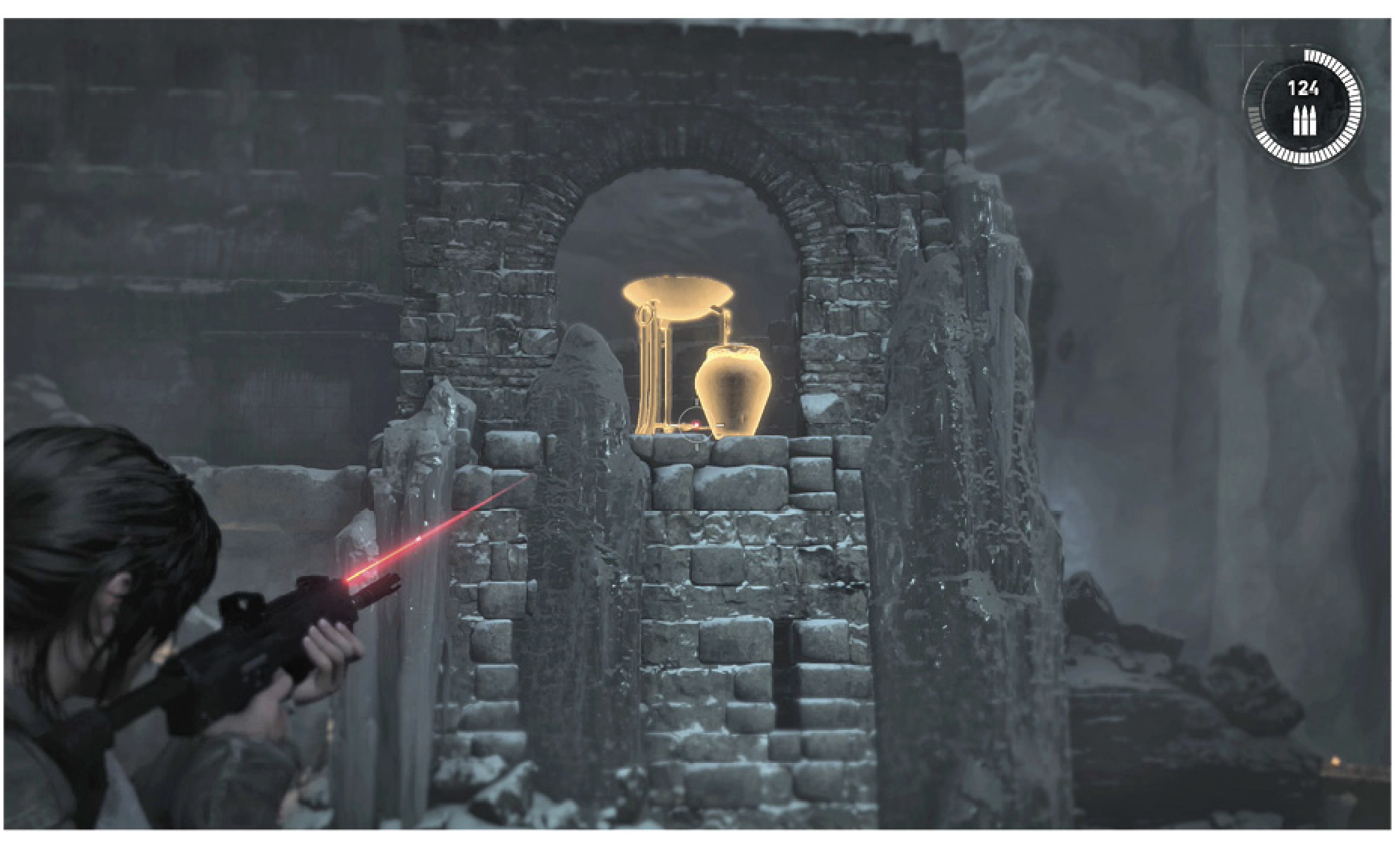
① Face East from Callout 1: Look up to a ledge that isn't high above you and shoot the red urn.



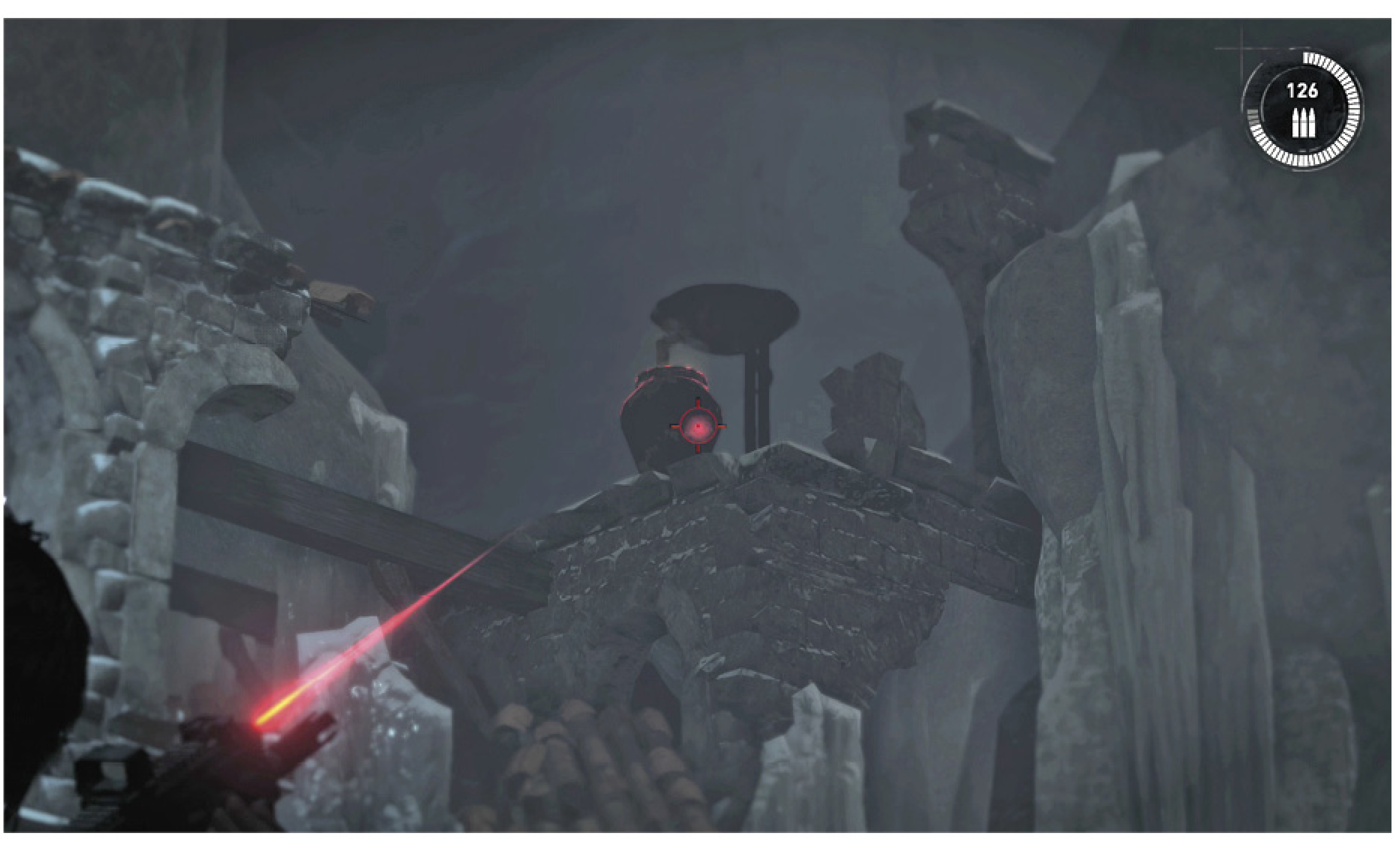
② From Callout 2: Face east and look far in the distance for an urn that is high up.



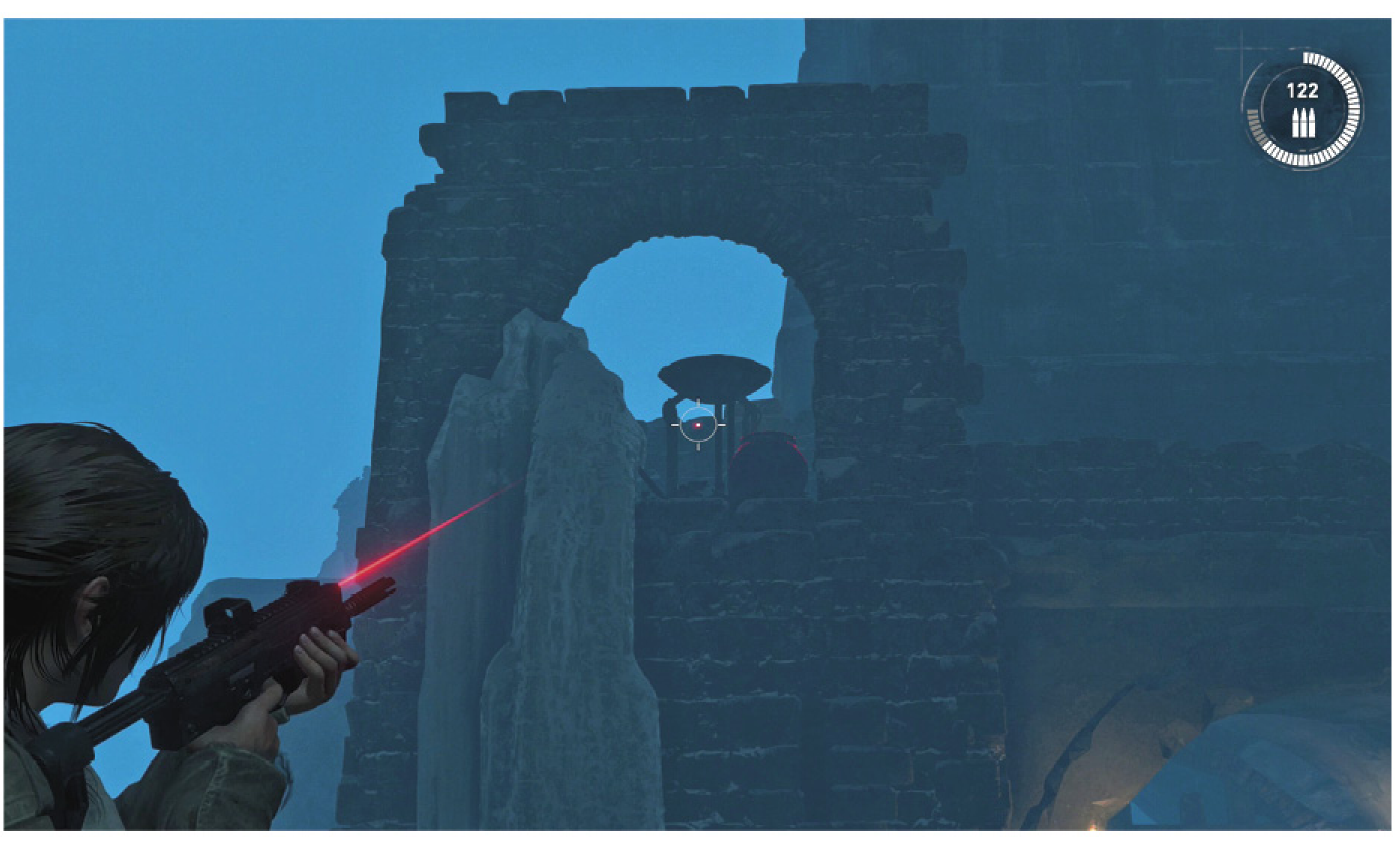
③ From Callout 3: Face west by northwest and look up. Rip the covering off a building using your Bow and Rope, and then shoot the urn inside.



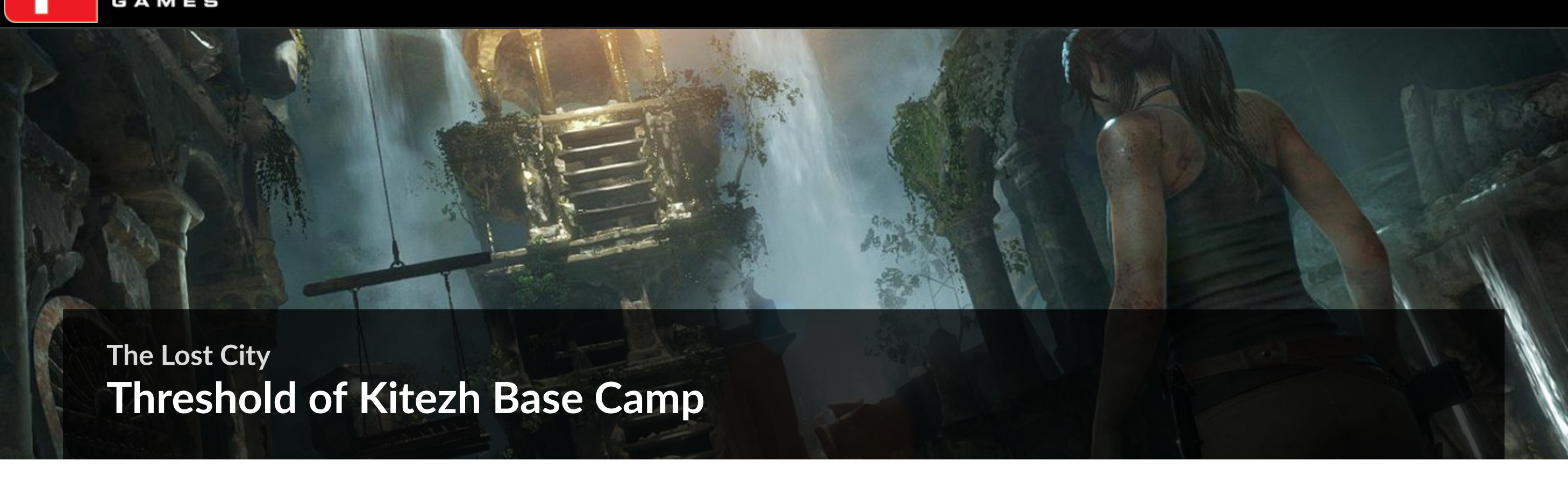
⑤ From Callout 5: Look south, toward an archway above. This one is easy to spot.



④ From Callout 4: Stand on top of a roof and look south by southeast. This urn is extremely high up, and it's far away.

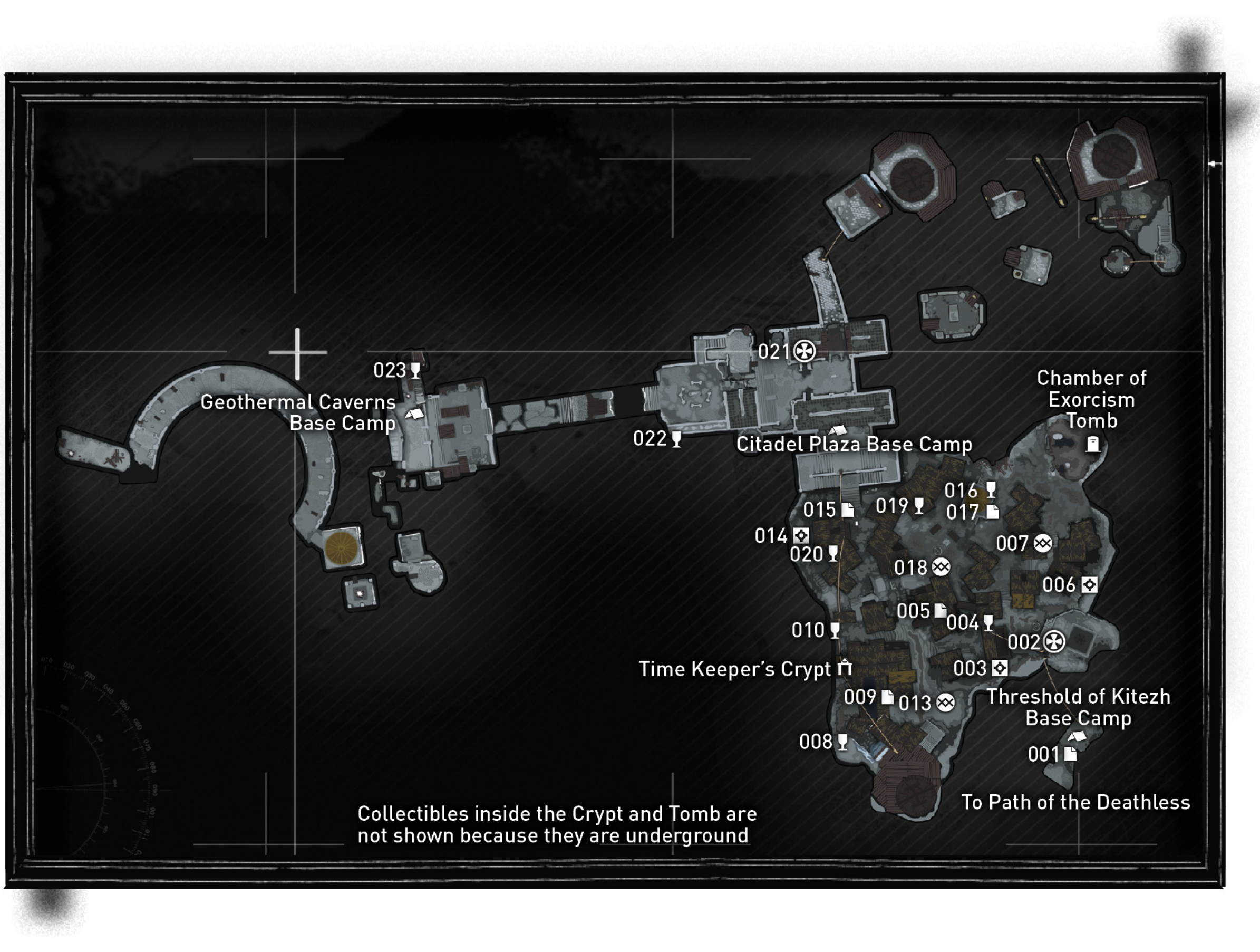


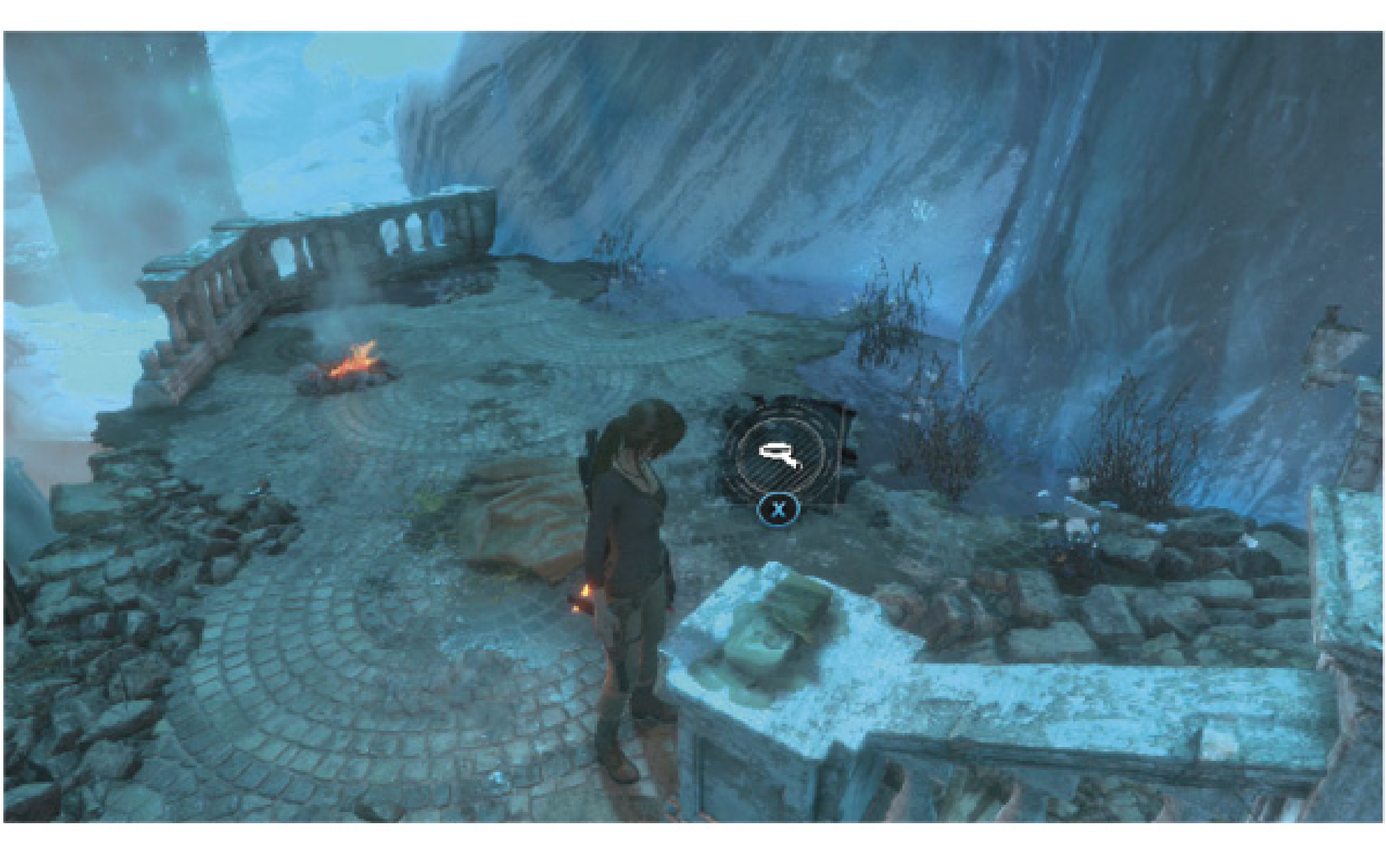
⑥ From Callout 6: Turn south by southwest and look for a Rope Coil that is covering an archway. Pull out the Coil to expose the urn you need.



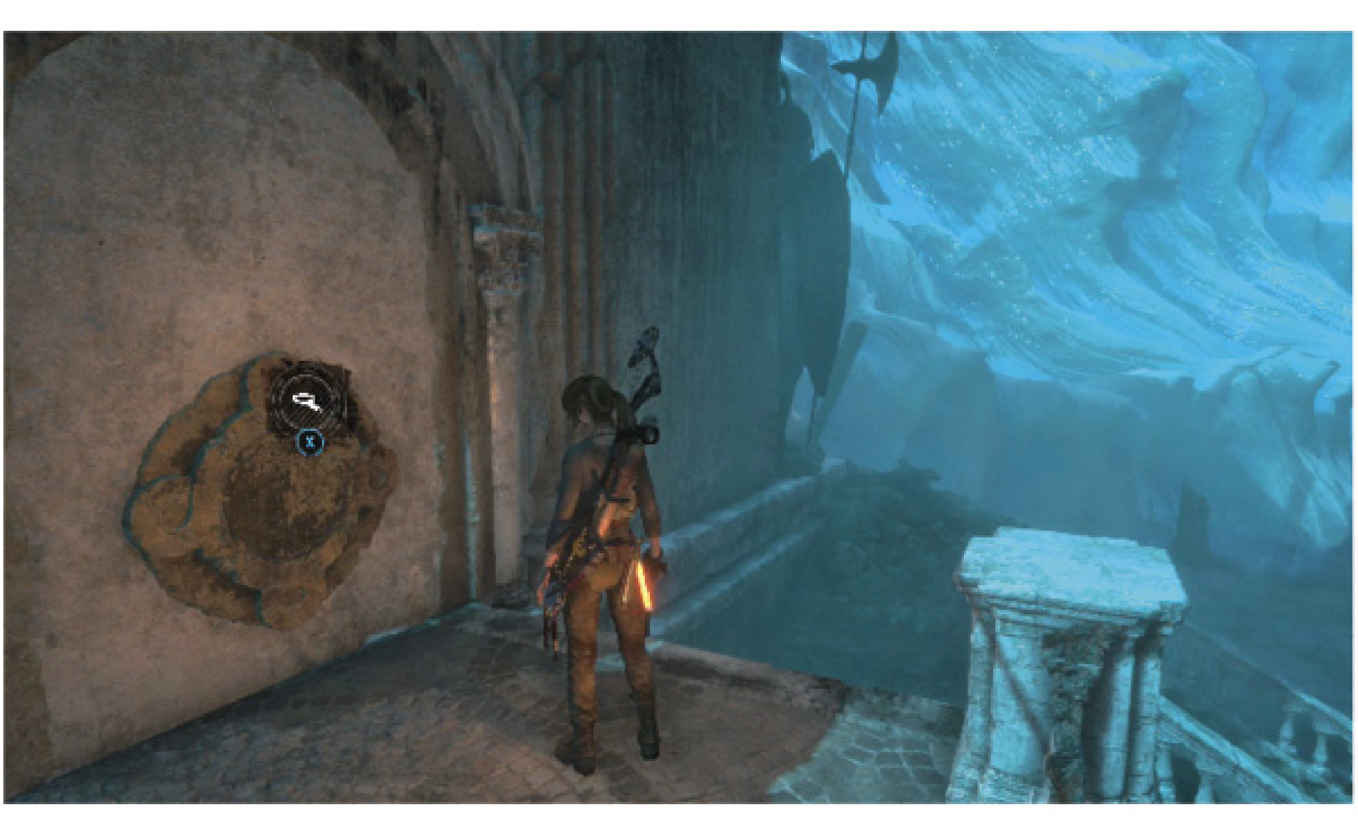
The Lost City

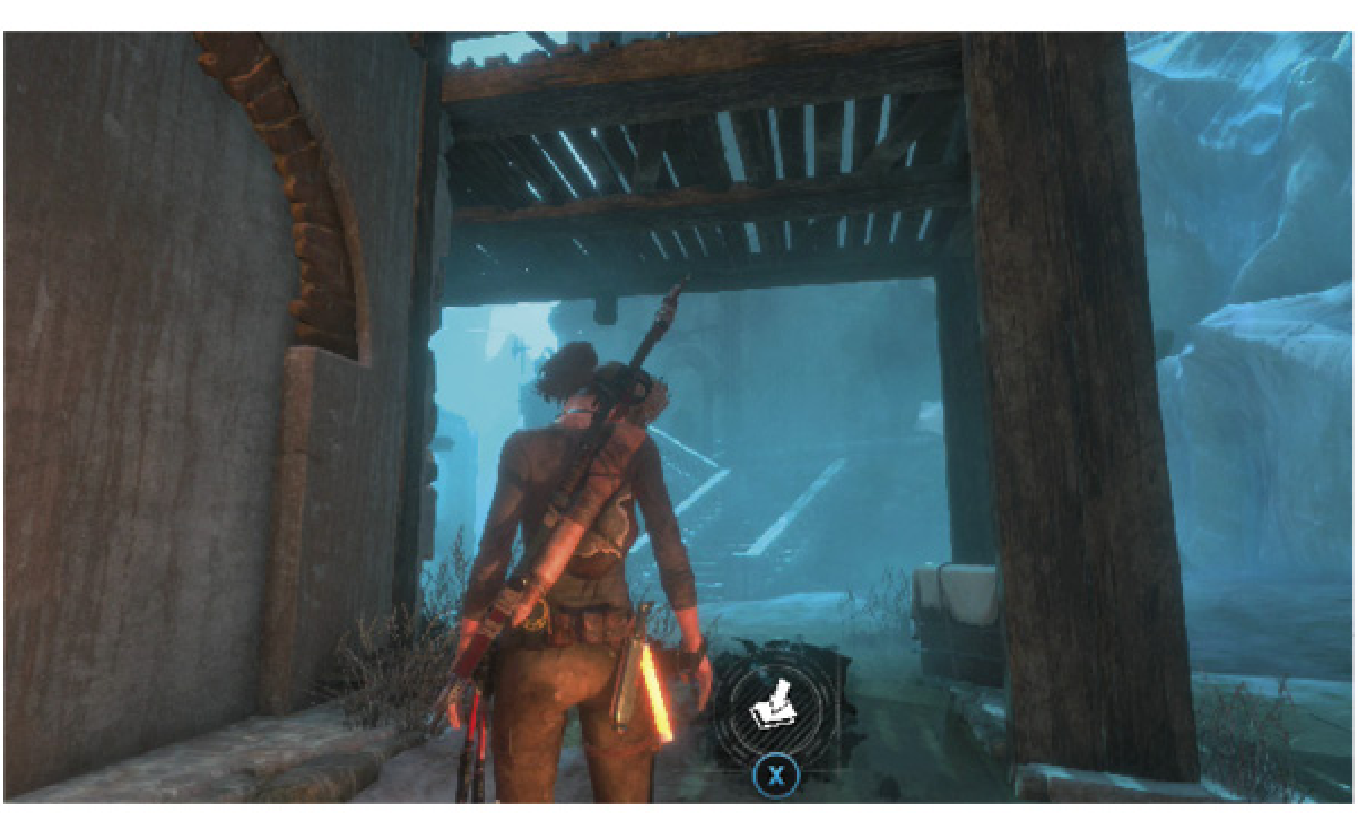
Threshold of Kitezh Base Camp


023
Geothermal Caverns Base Camp
022
021
Citadel Plaza Base Camp
Chamber of Exorcism Tomb
015
019
016
017
014
020
007
018
006
005
004
010
002
Time Keeper's Crypt
003
009
013
Threshold of Kitezh Base Camp
008
001
To Path of the Deathless
Collectibles inside the Crypt and Tomb are not shown because they are underground

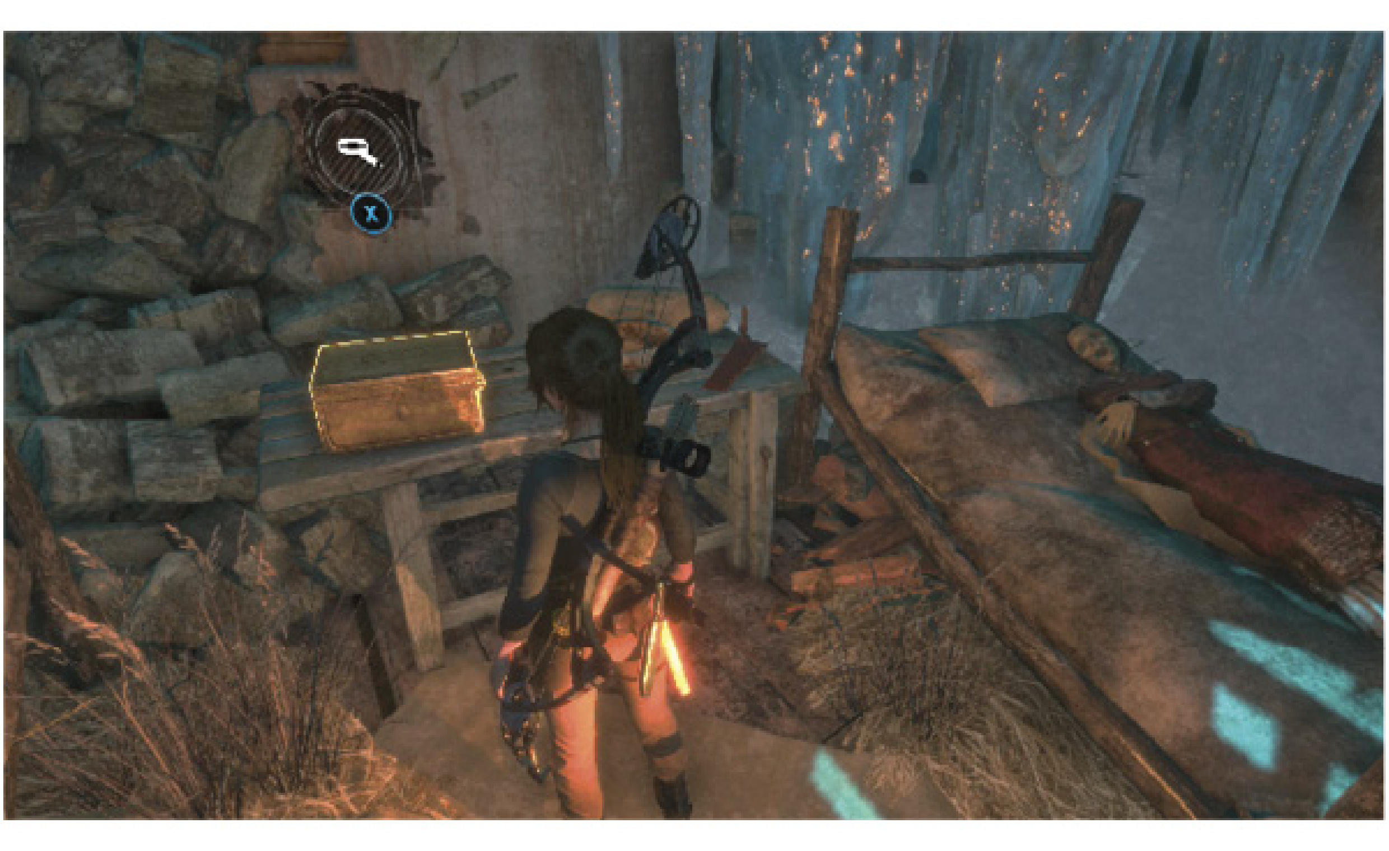


001 S of Threshold of Kitezh Camp: A **Document** is sitting on the stone railing next to the campfire.

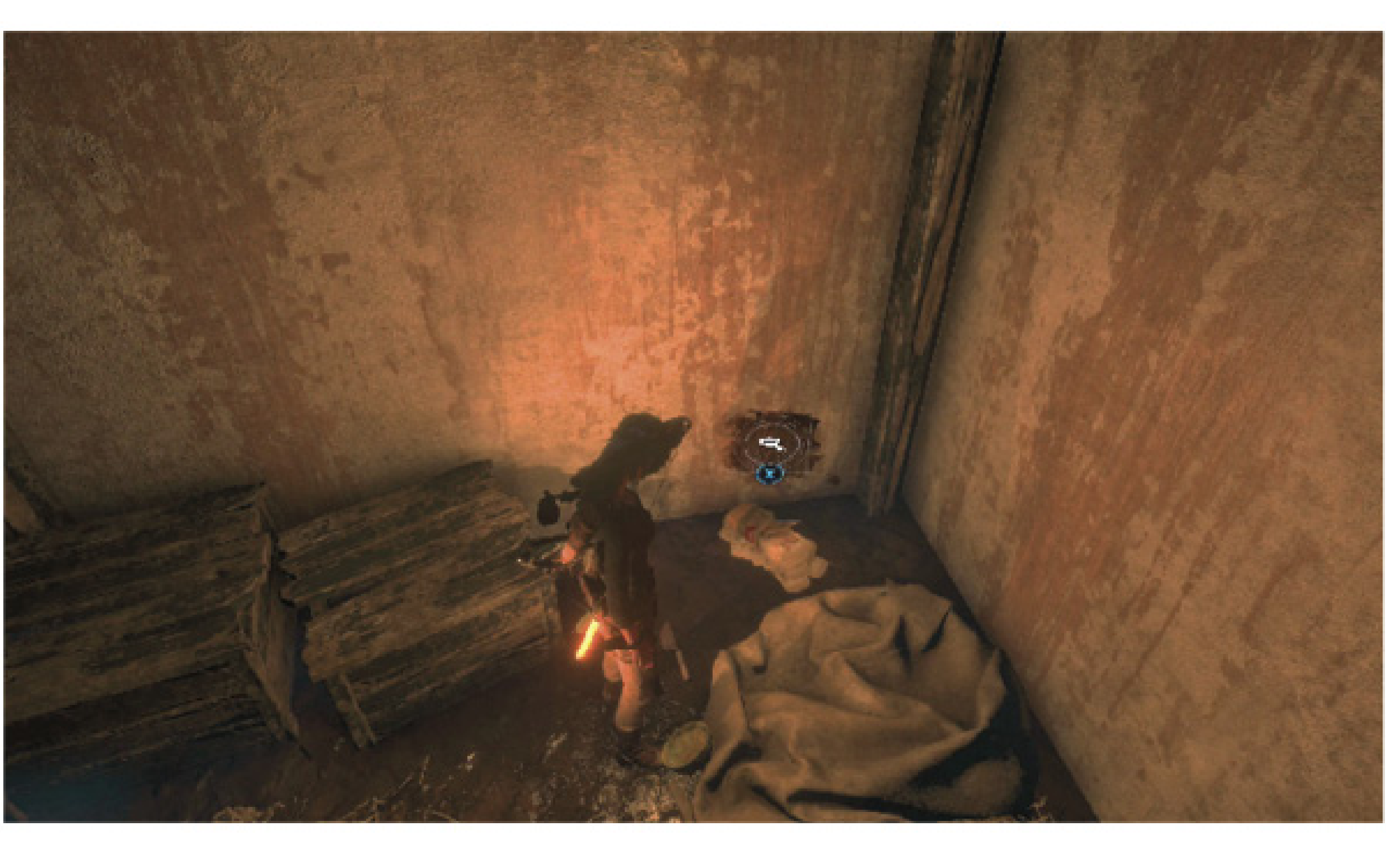




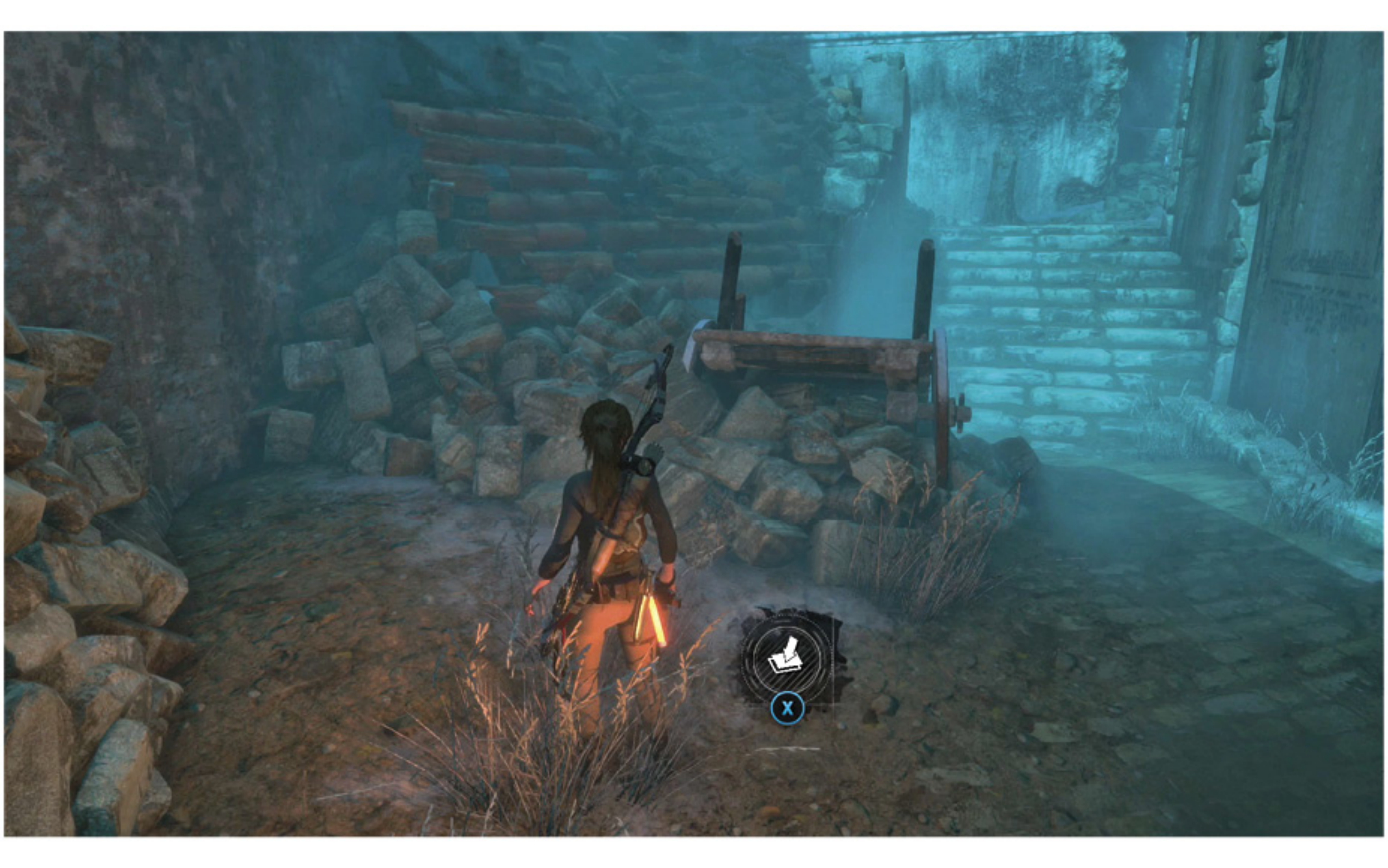
002 **003** N of Threshold of Kitezh: A tiny bit north of the zip line connection, you find a **Mural** on the western wall of a building. Only a short distance west of there you find a **Survival Cache**, underneath the raised wooden deck outside another building.



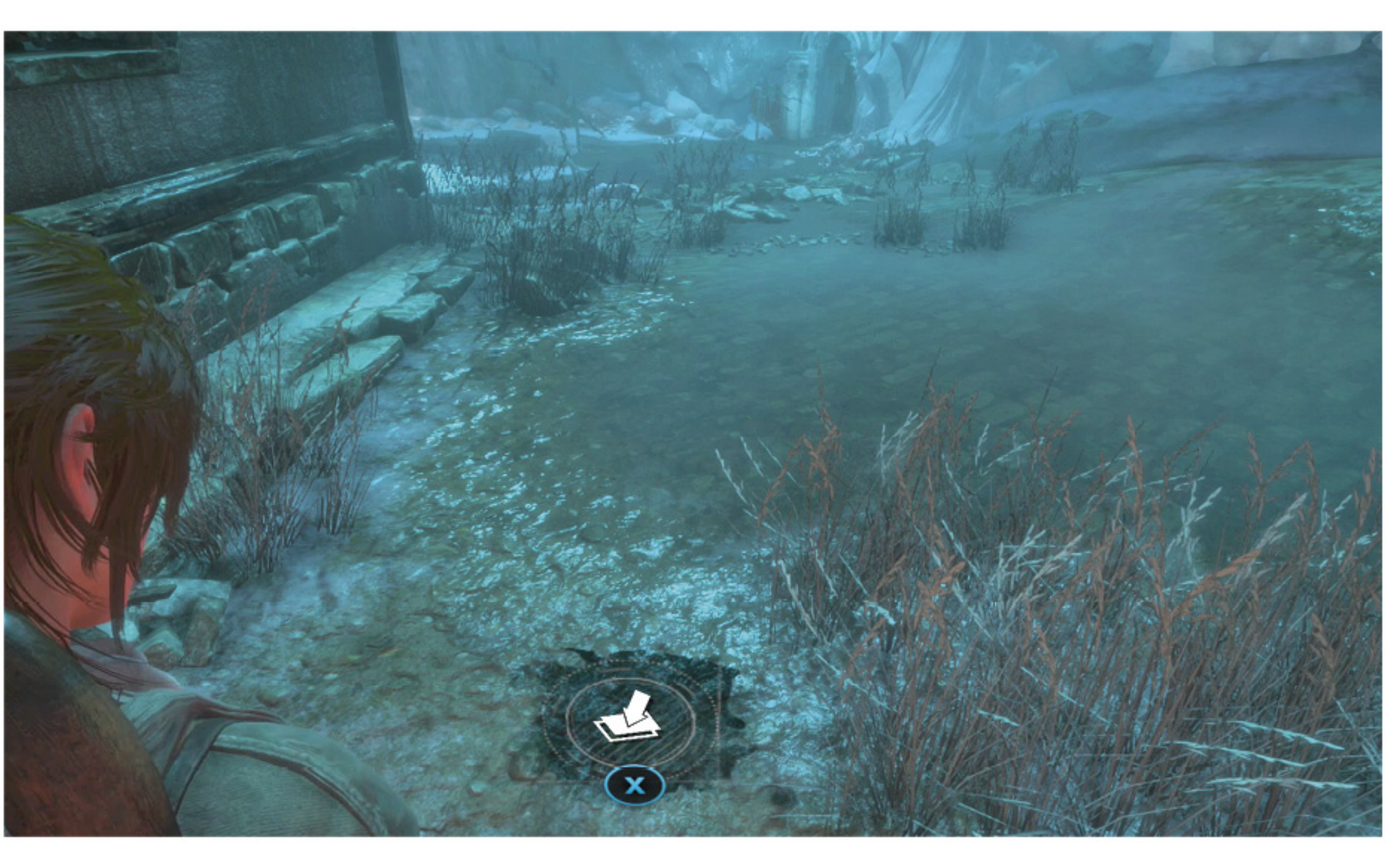
004 Far NW of Threshold of Kitezh: After taking the zip line from the base camp, a building just north of where you land has a **Relic** next to some corpses in beds.



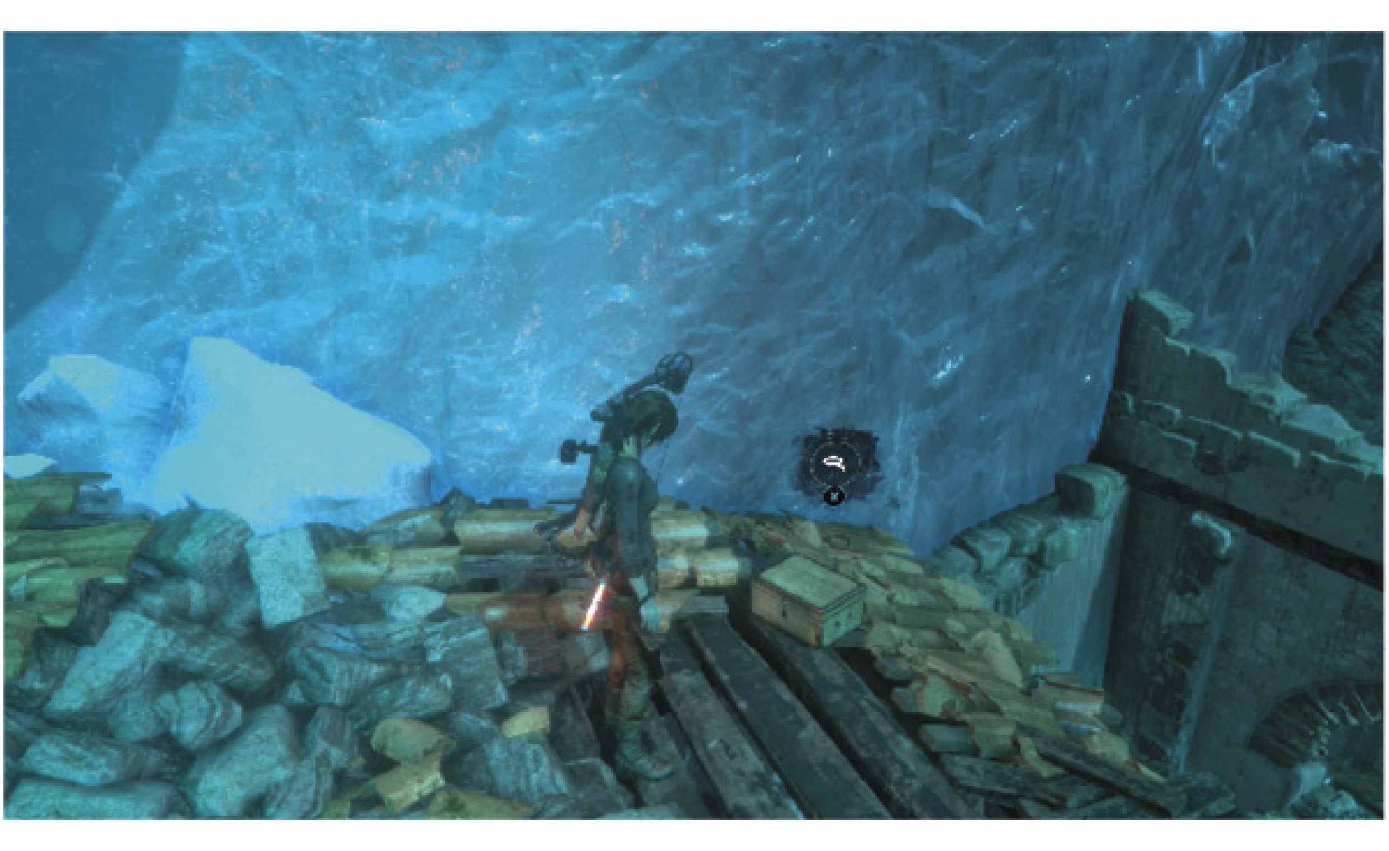
005 Far NW of Threshold of Kitezh: Destroy a metal barricade a tiny bit west from the Relic above. Inside the cubby you find a **Document**.



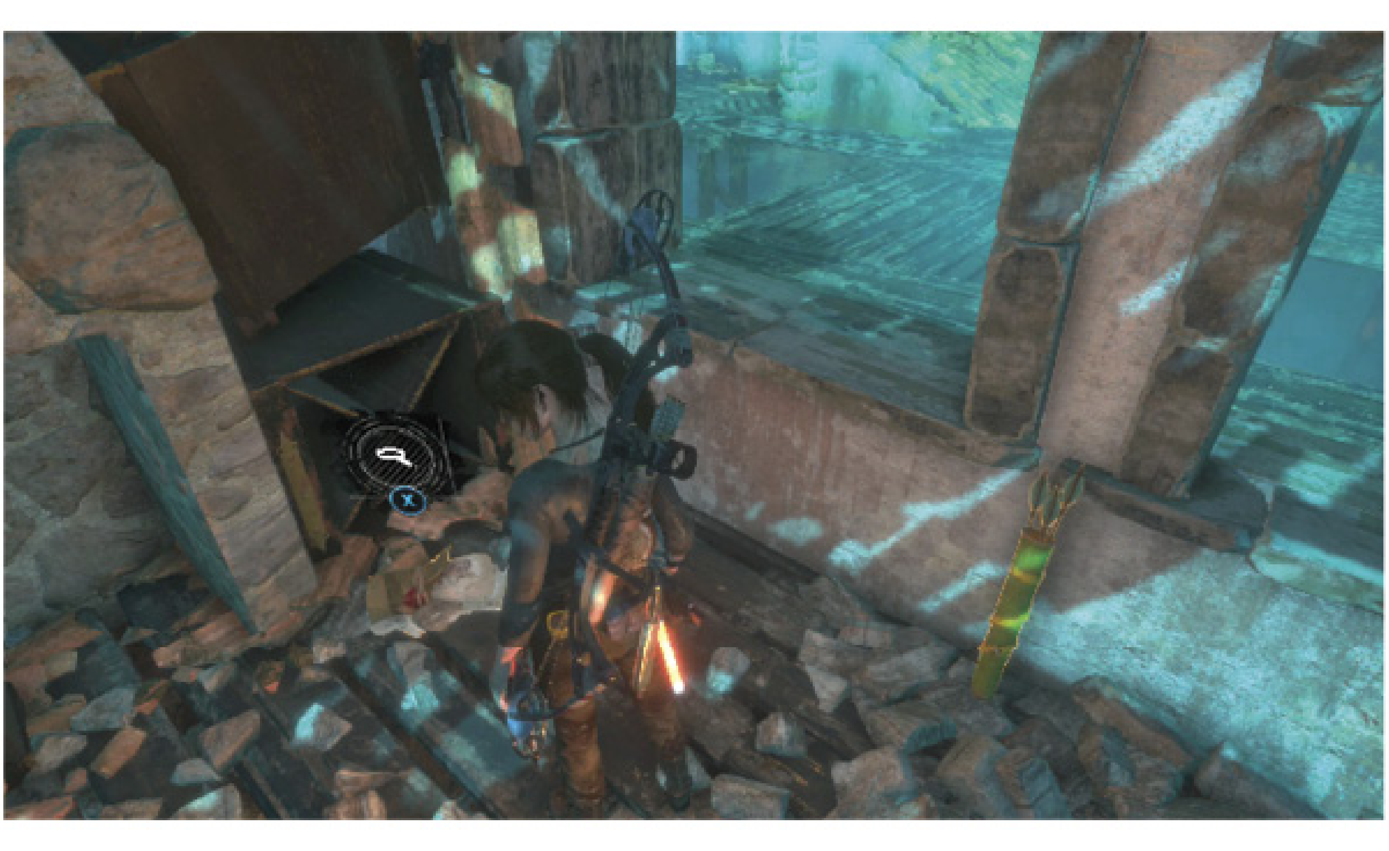
006 Far N of Threshold of Kitezh: Search to the east of a blockaded building; there is a **Survival Cache** in the dirt outside. The blockaded building is a hassle to get into, but the reward is an Archivist Map with many locations to reveal. To open the barricade, climb up the building that's southwest from the barricade. There is a Rope Post with a crank on the top floor. Tether the Post to a trapdoor on the second floor of the barricaded building. Turn the crank to open the trapdoor, and use that opening to get into the locked area. The map is there, waiting for you.



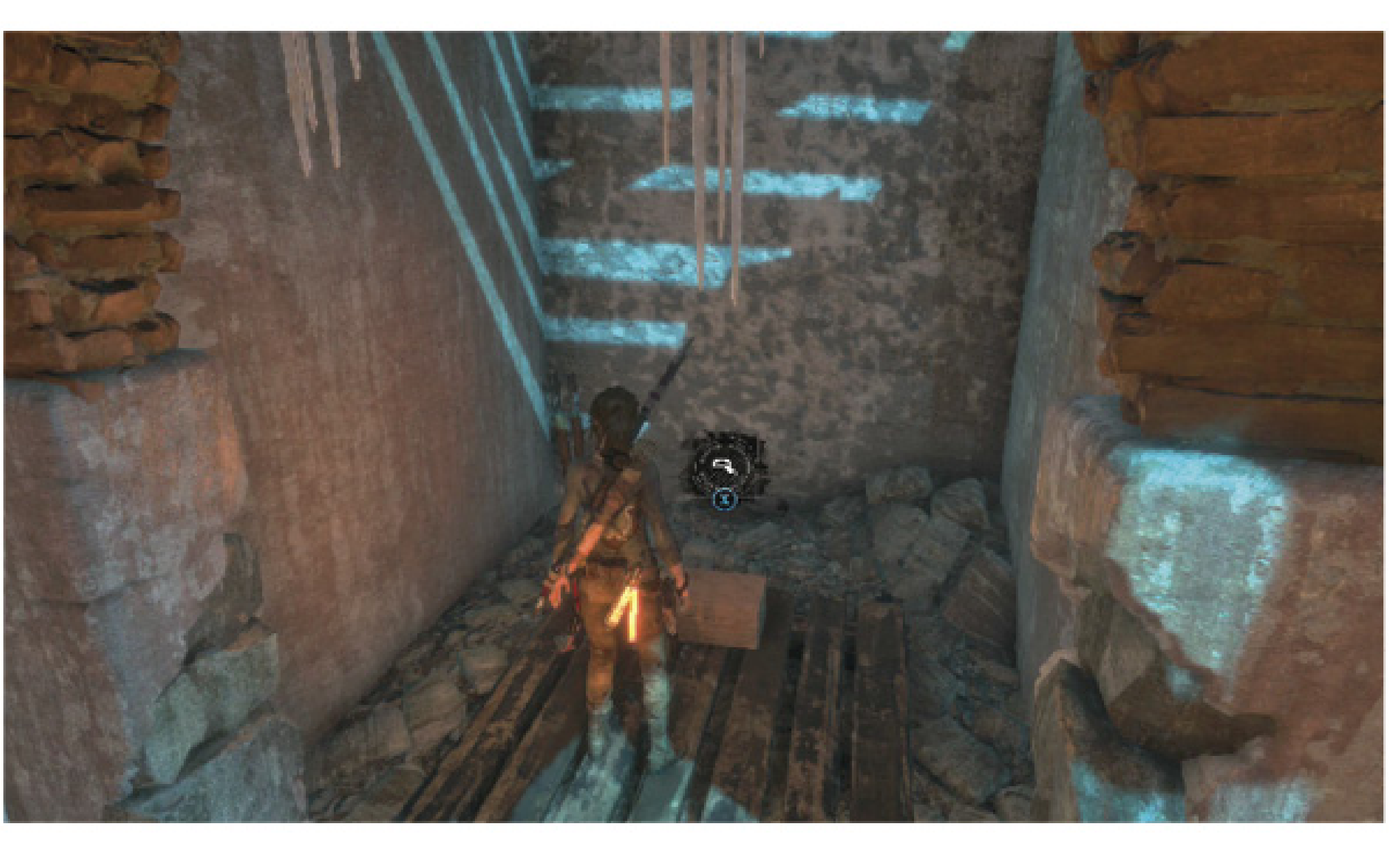
007 Far N of Threshold of Kitezh: A **Coin Cache** is buried to the north of the barricaded building with the Archivist's map.



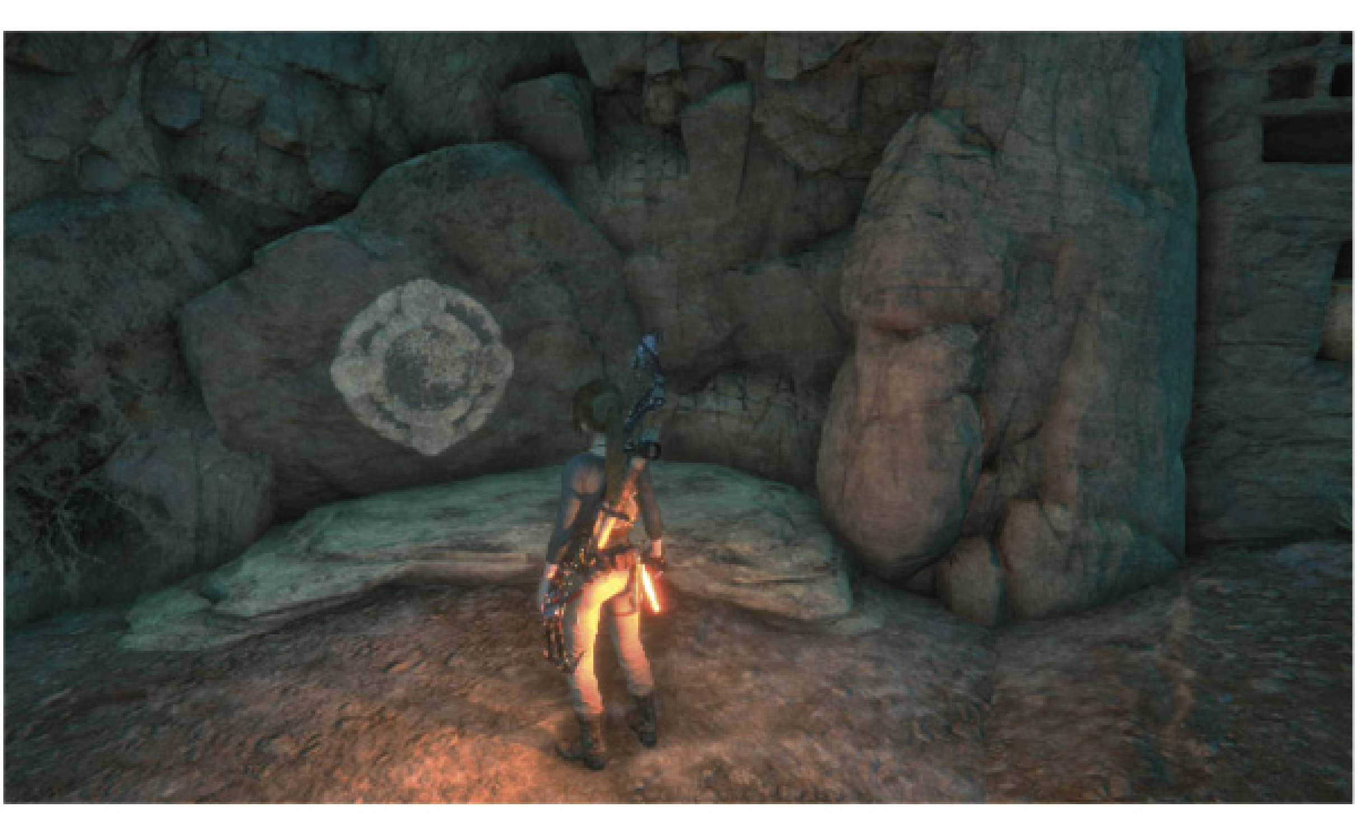
008 Far SW of Threshold of Kitezh: Use handholds on the southwestern buildings to get to the rooftops. Use the wooden walkways to get to the small room south of the crypt entrance. A **Relic** is on a ledge outside the window.

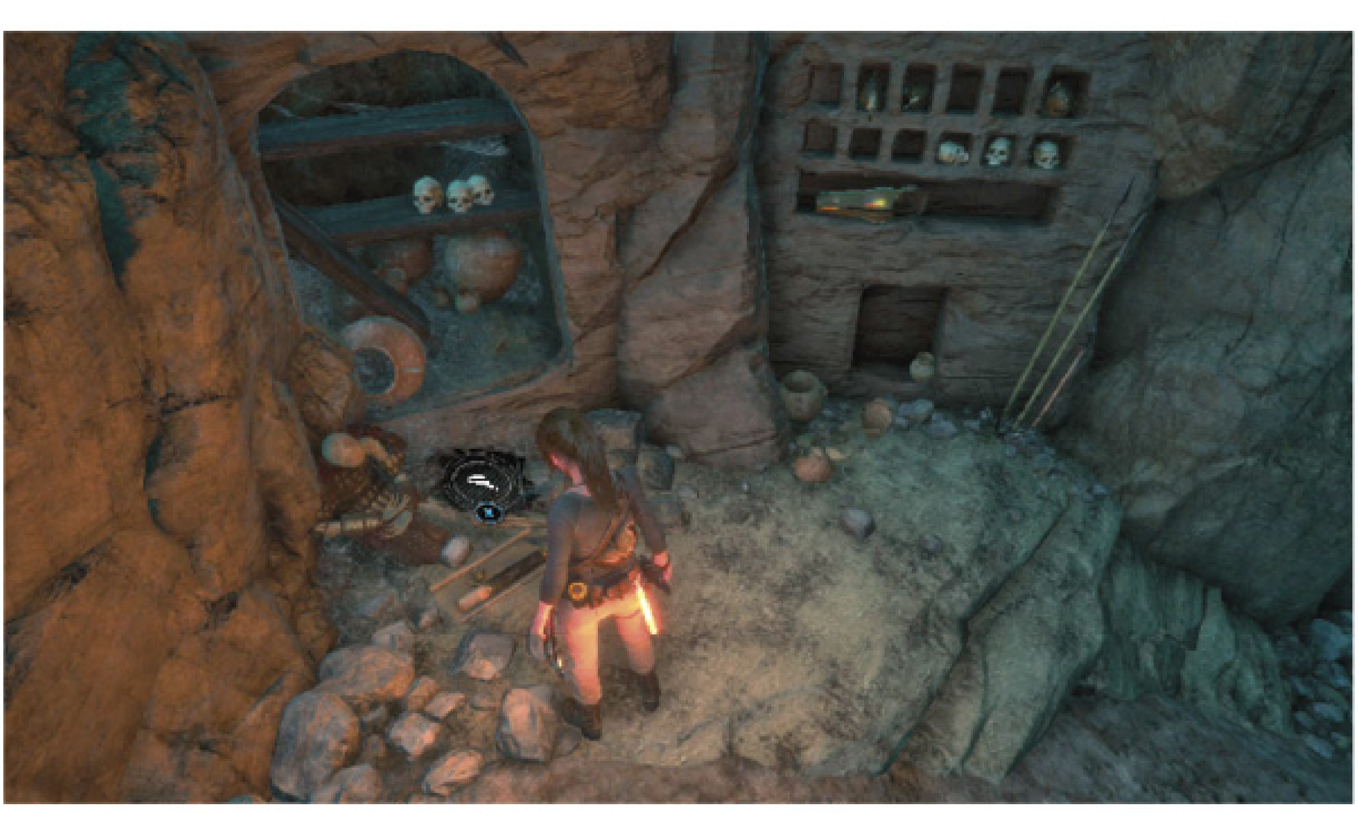


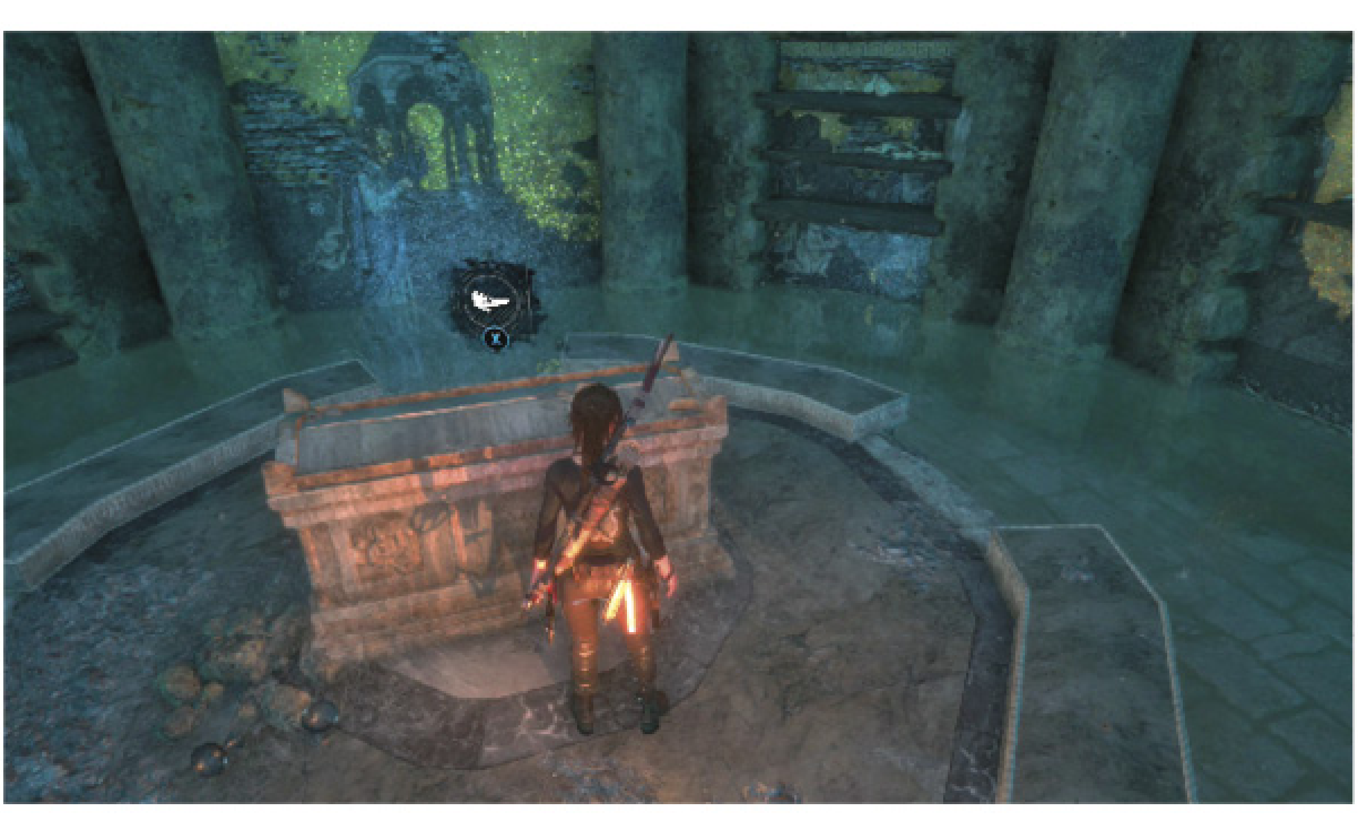
009 Far W of Threshold of Kitezh: There is a **Document** on the upper floor of a damaged building. It's directly east from the Crypt entrance icon.



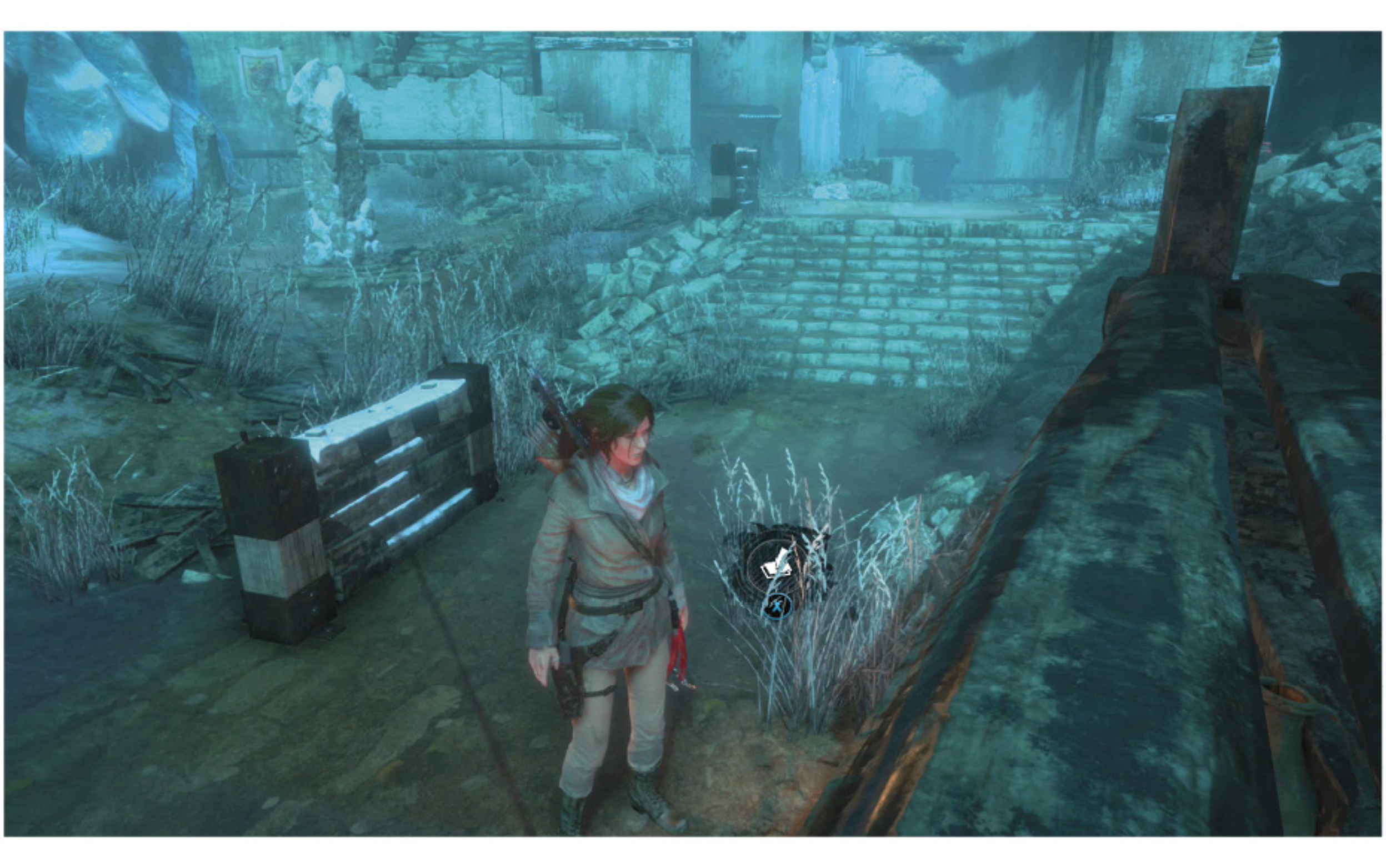
010 Far NW of Threshold of Kitezh: There is a **Relic** on the upper floor of building directly north of the crypt entrance.



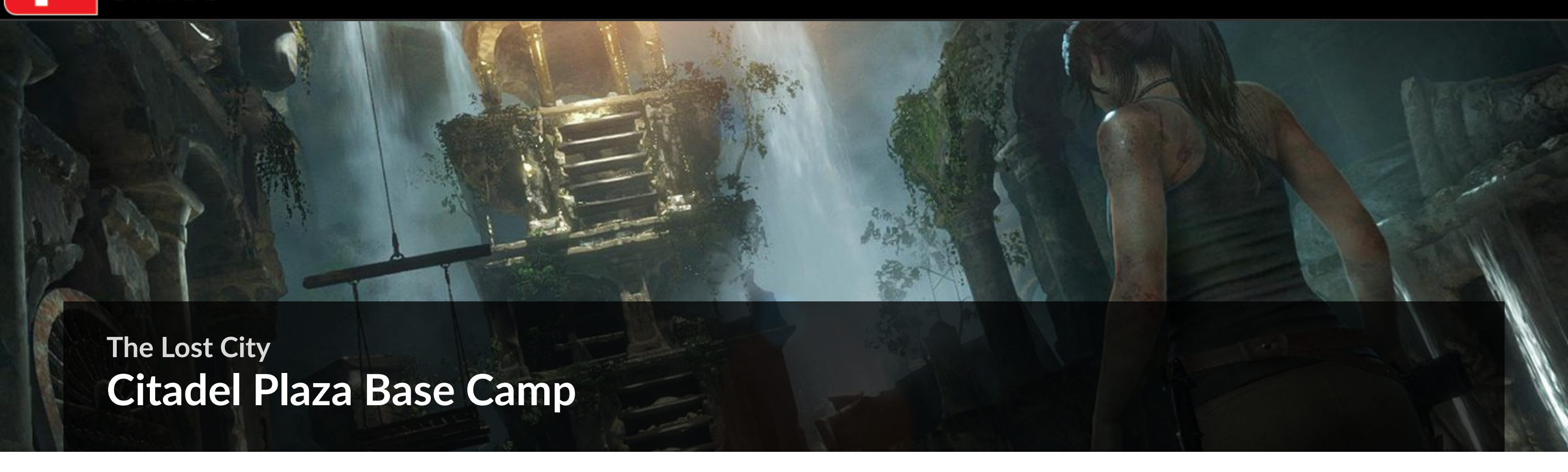




011 **012** Far W of Threshold of Kitezh: Inside the Lost City Crypt, a **Mural** is waiting near the crypt entrance, after surfacing from the swim. You can find a **Document** after breaking through the entrance. Make sure to collect the loose coins and Crypt Treasure.

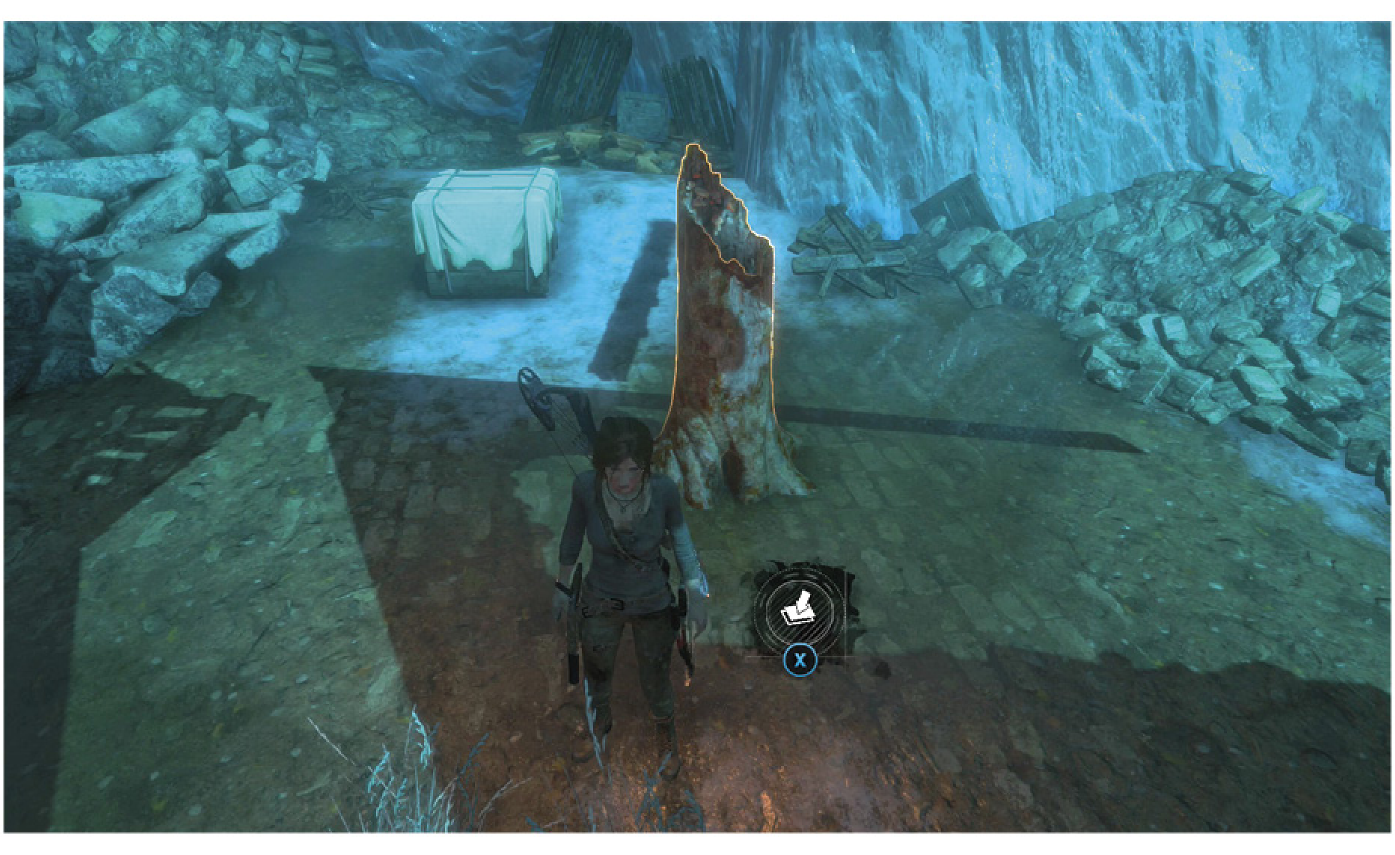


013 W of Threshold of Kitezh: A **Coin Cache** is buried a short distance north of the Monolith.

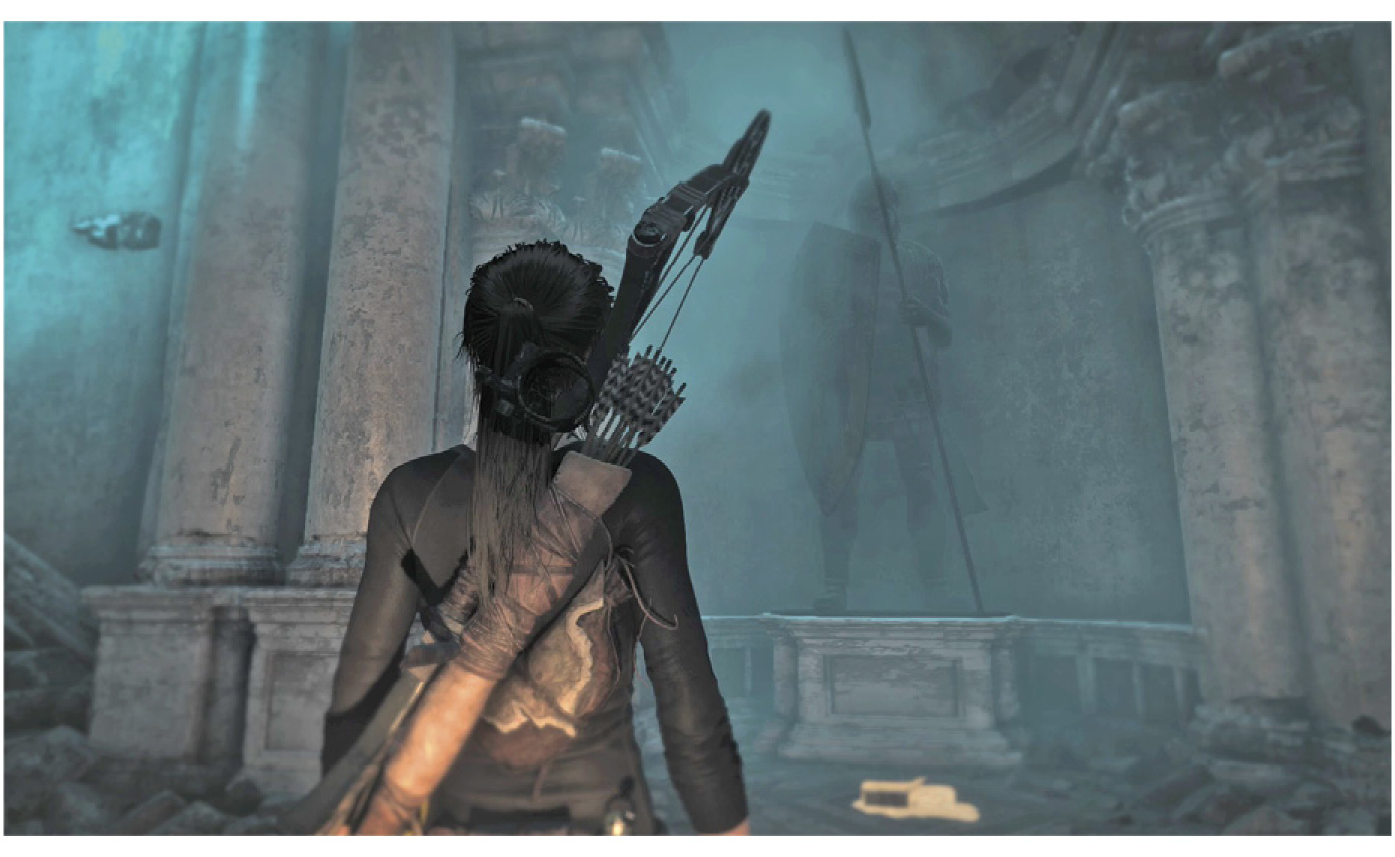


The Lost City

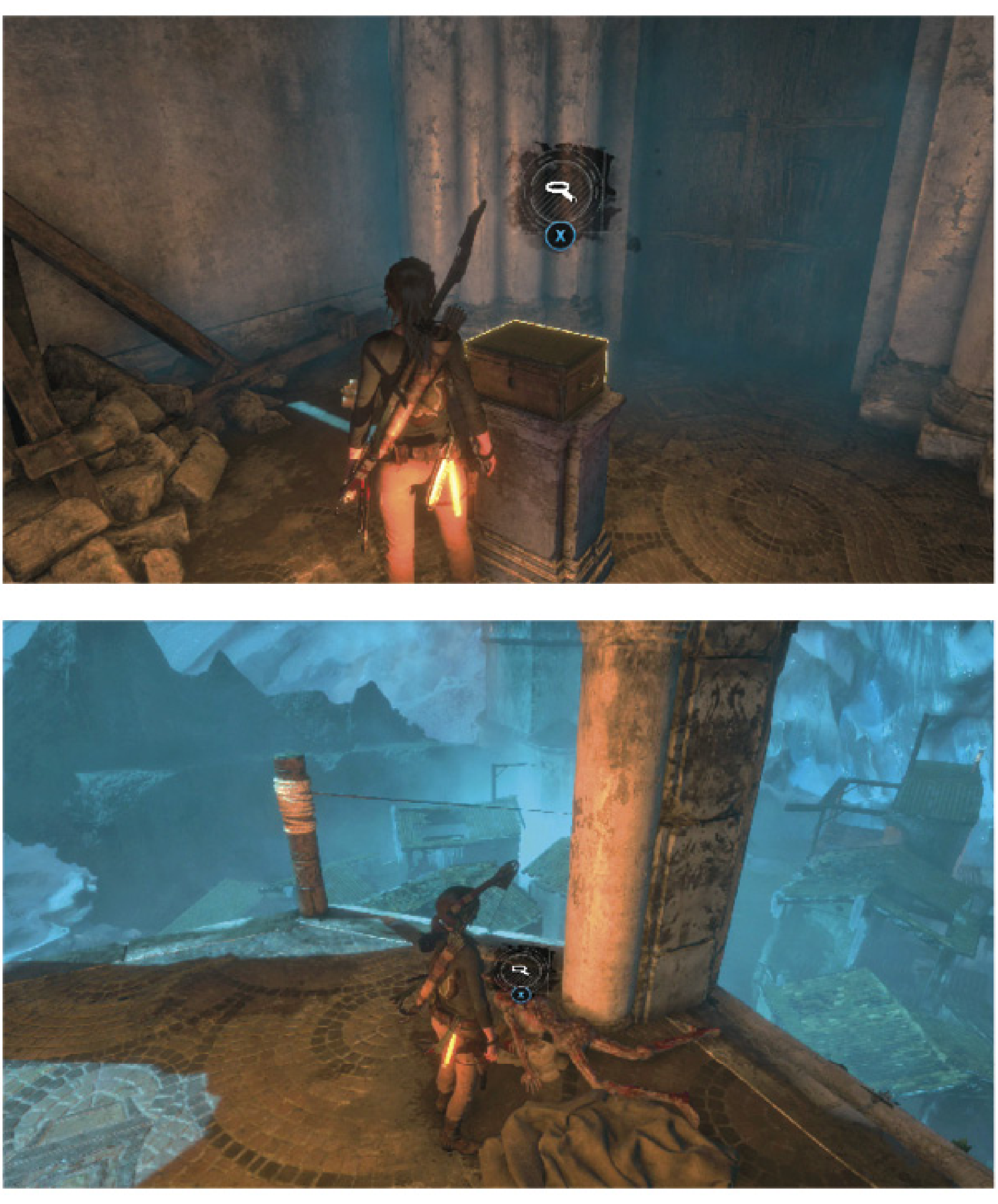
Citadel Plaza Base Camp



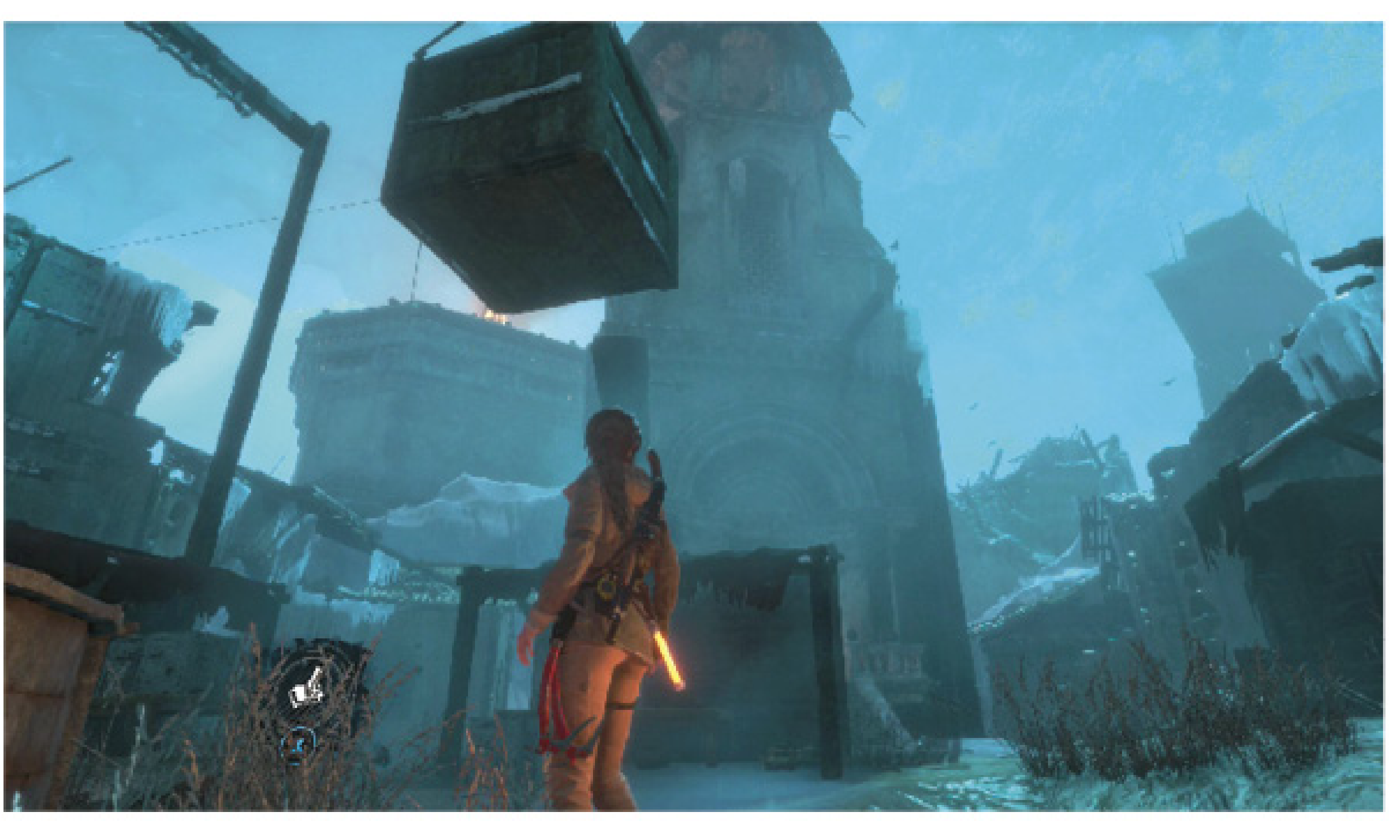
014 S of Citadel Plaza: Search the ground near a dead tree for a **Survival Cache**. It's near the ice wall on the western side of the city.



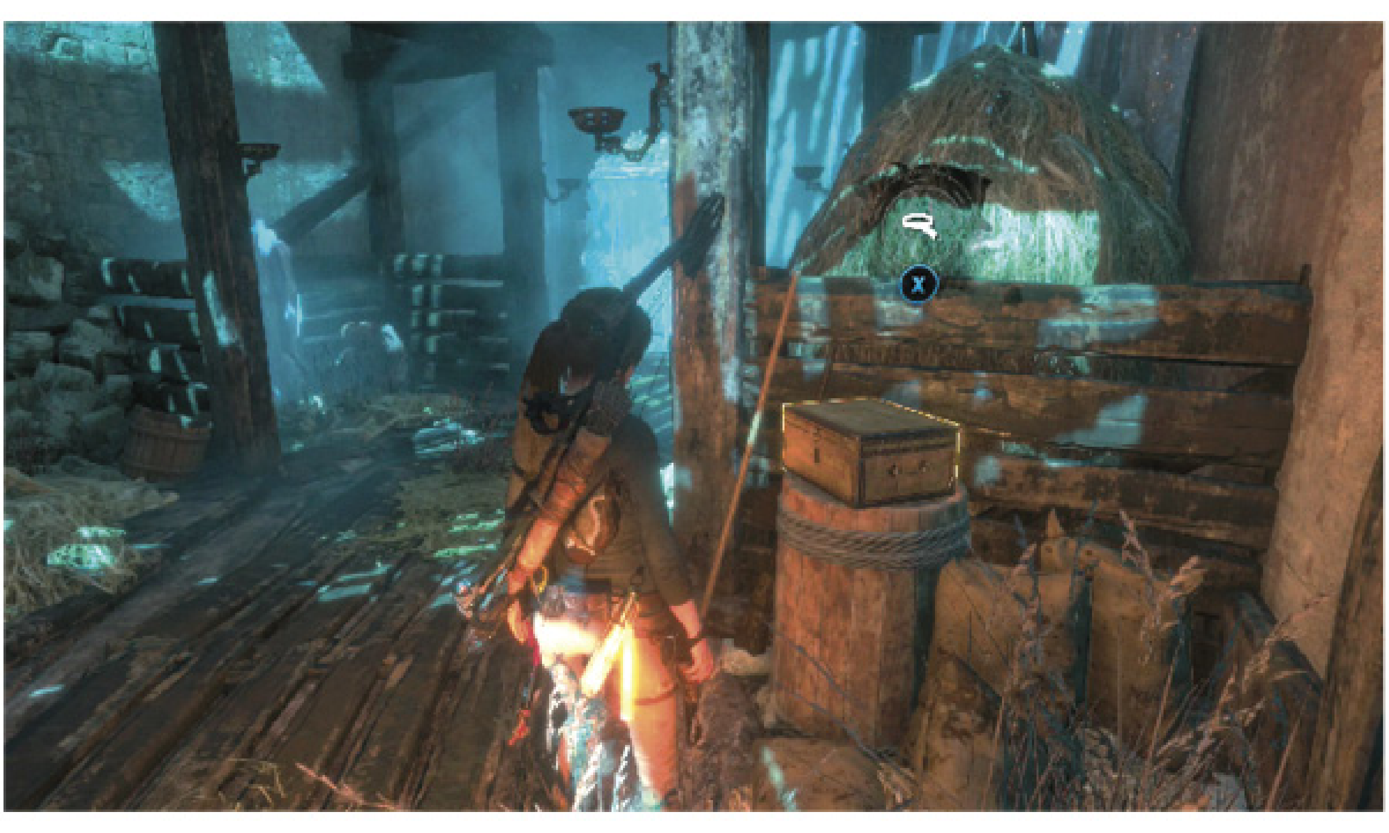
015 S of Citadel Plaza: Search the base of the stairs leading to the base camp for a **Document** by a large statue.



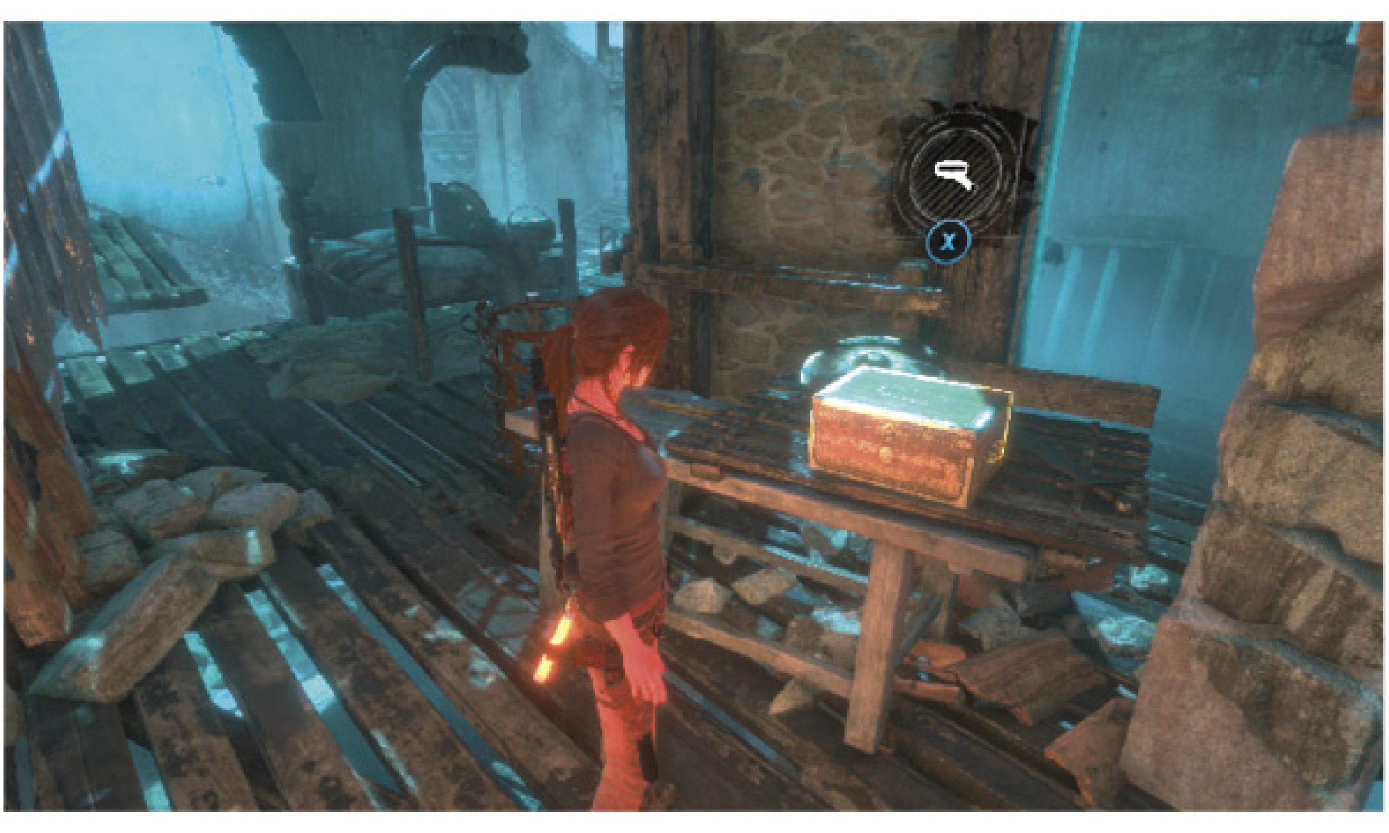
016 **017** SE of Citadel Plaza: At the base of the bell tower you should burn through a barricade to get a **Relic**, then climb the bell tower to get a **Document**, partially underneath a corpse.



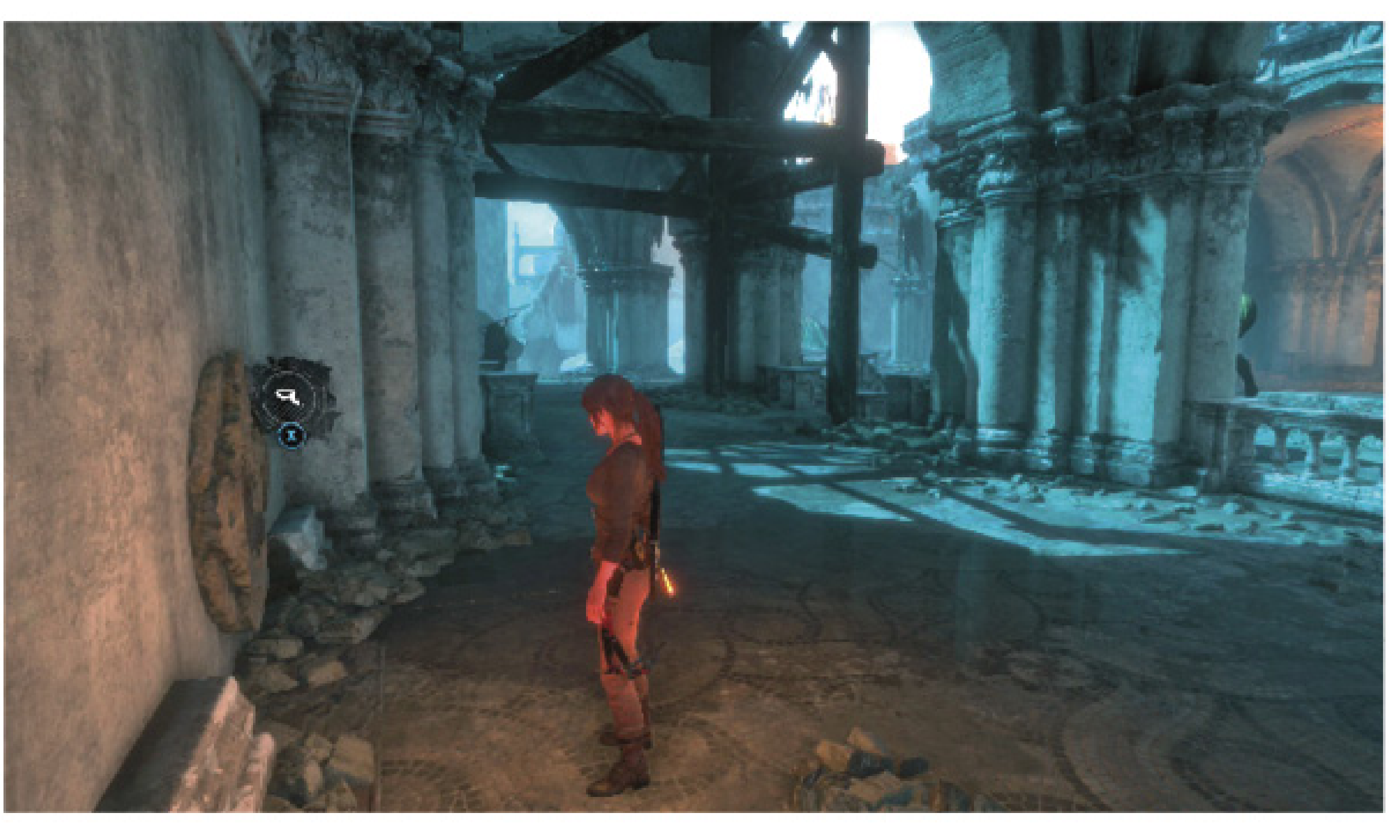
018 SE of Citadel Plaza: A **Coin Cache** is buried to the SW of the entrance to the bell tower, underneath a hanging box.



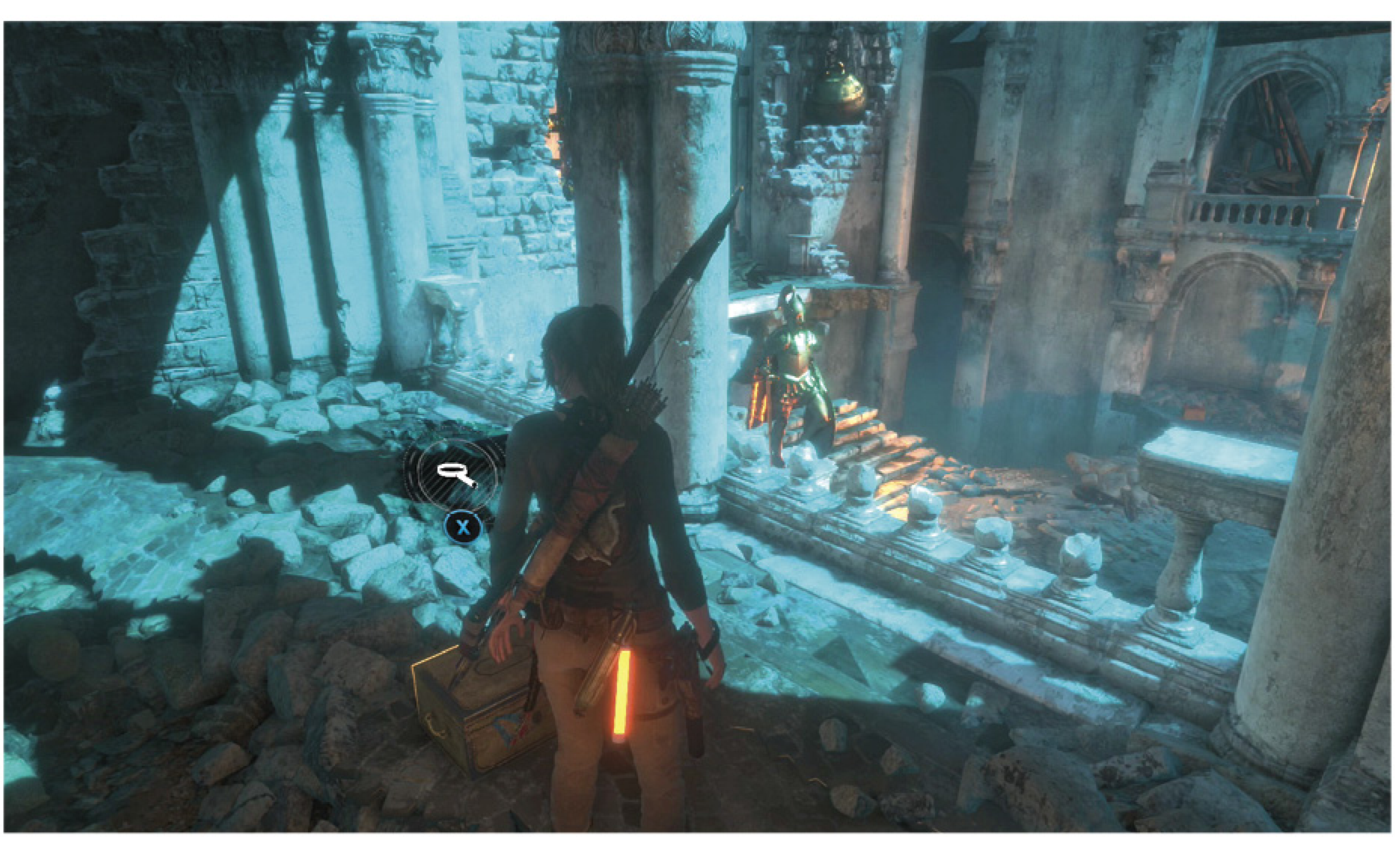
019 SE of Citadel Plaza: Go back into the city and search the stables (Lara will make a comment to that fact) for a **Relic** next to the pile of hay.



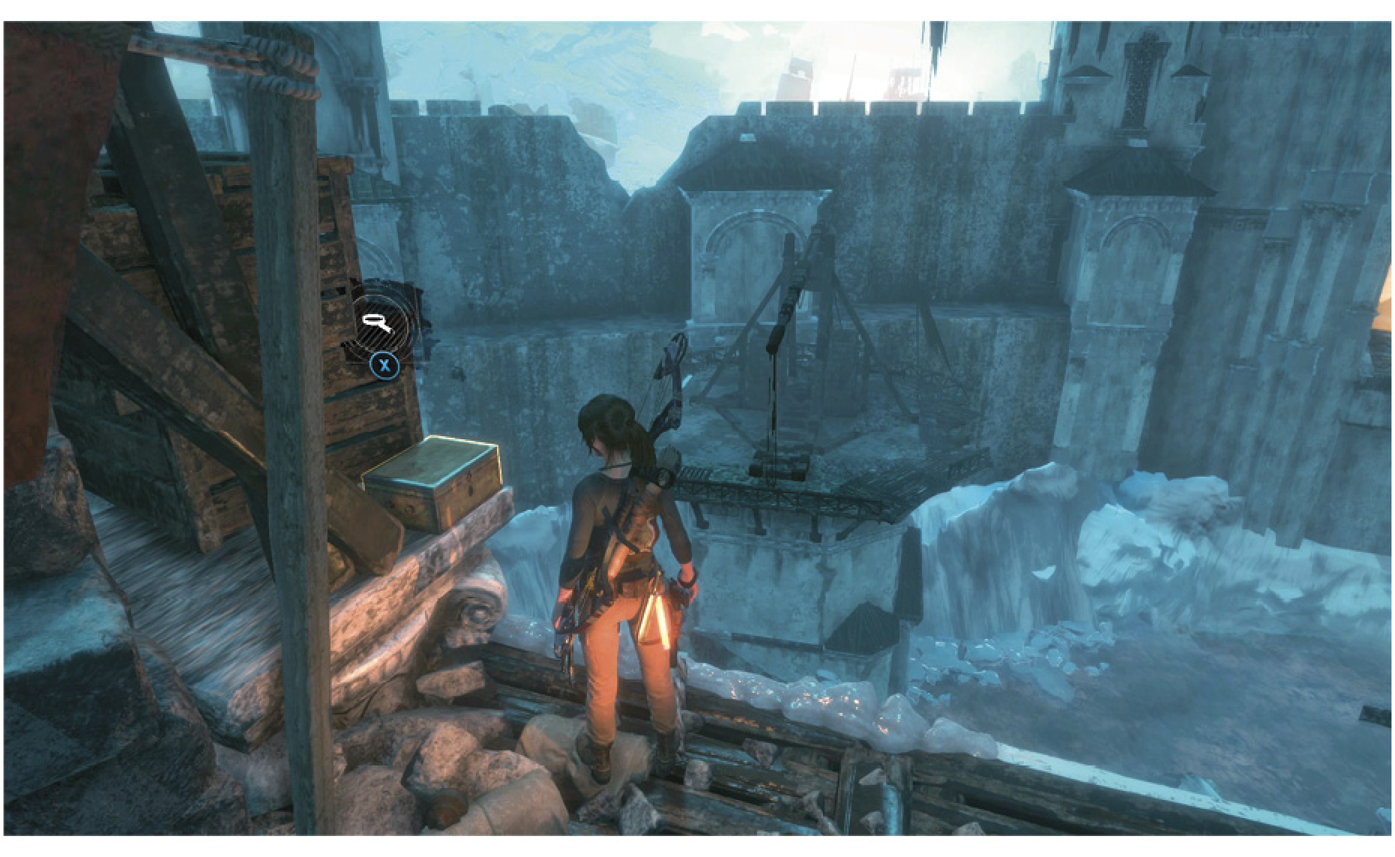
020 S of Citadel Plaza: From the campfire, head south to the gate the main city. Just past the gate, use the rope post to create a zipline to the nearest building to the south. On the upper floor, you find a **Relic**.



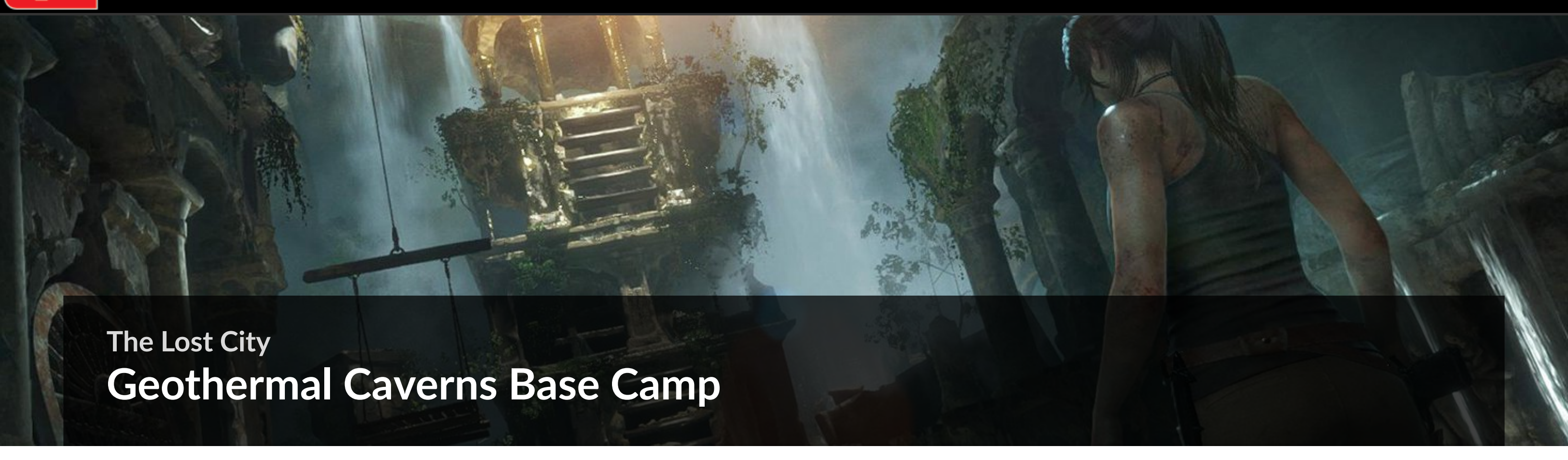
021 N of Citadel Plaza: Cross the plaza to find a **Mural** on the northern wall near the stairs.



022 West of Citadel Plaza: the lower plaza is blocked off, so use the upper floor to get in. Jump to the southern side of that floor and search at the end of the hallway for a **Relic**.

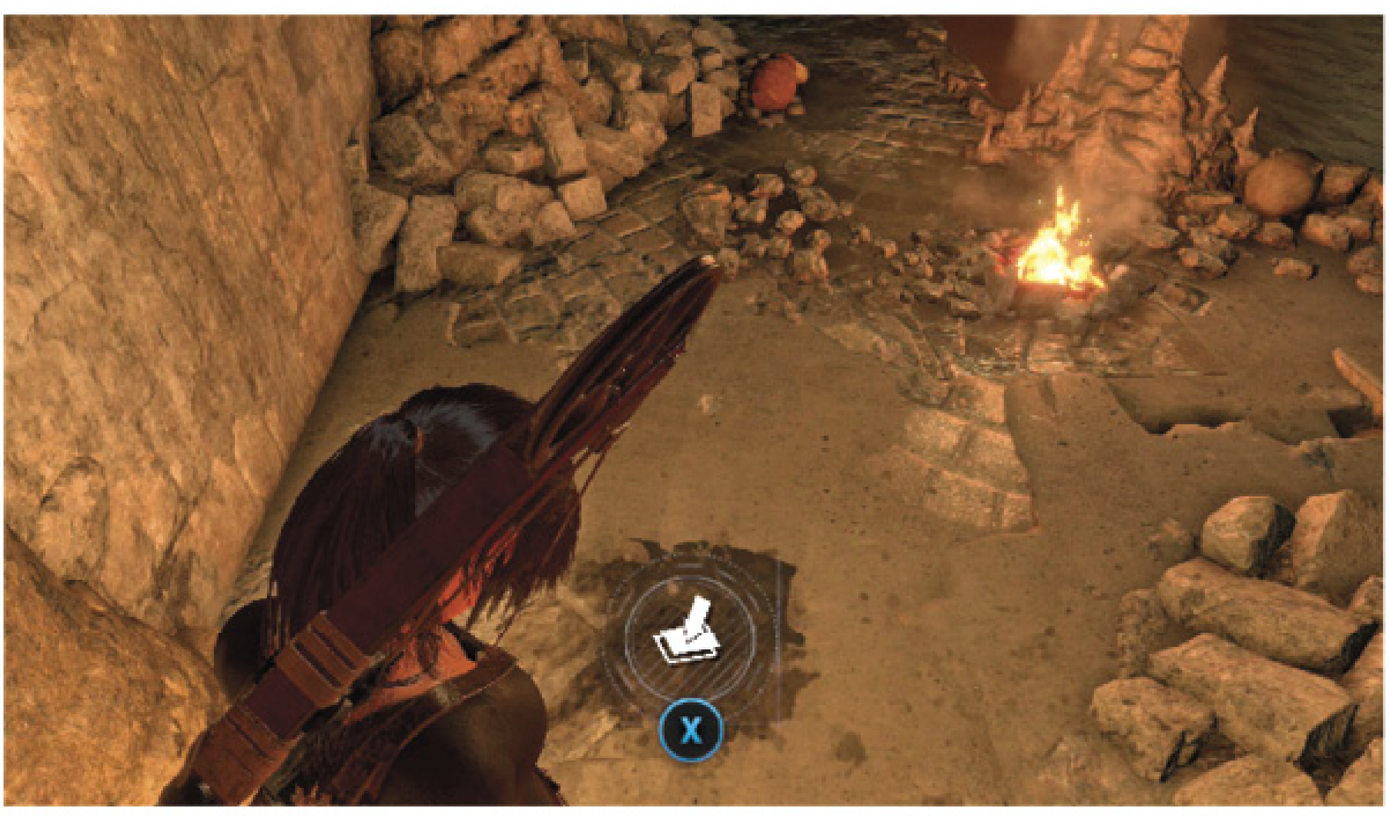


023 Above Citadel Gate: As you're climbing above this Base Camp with your climbing arrows, stop on the first platform and take a **Relic**.

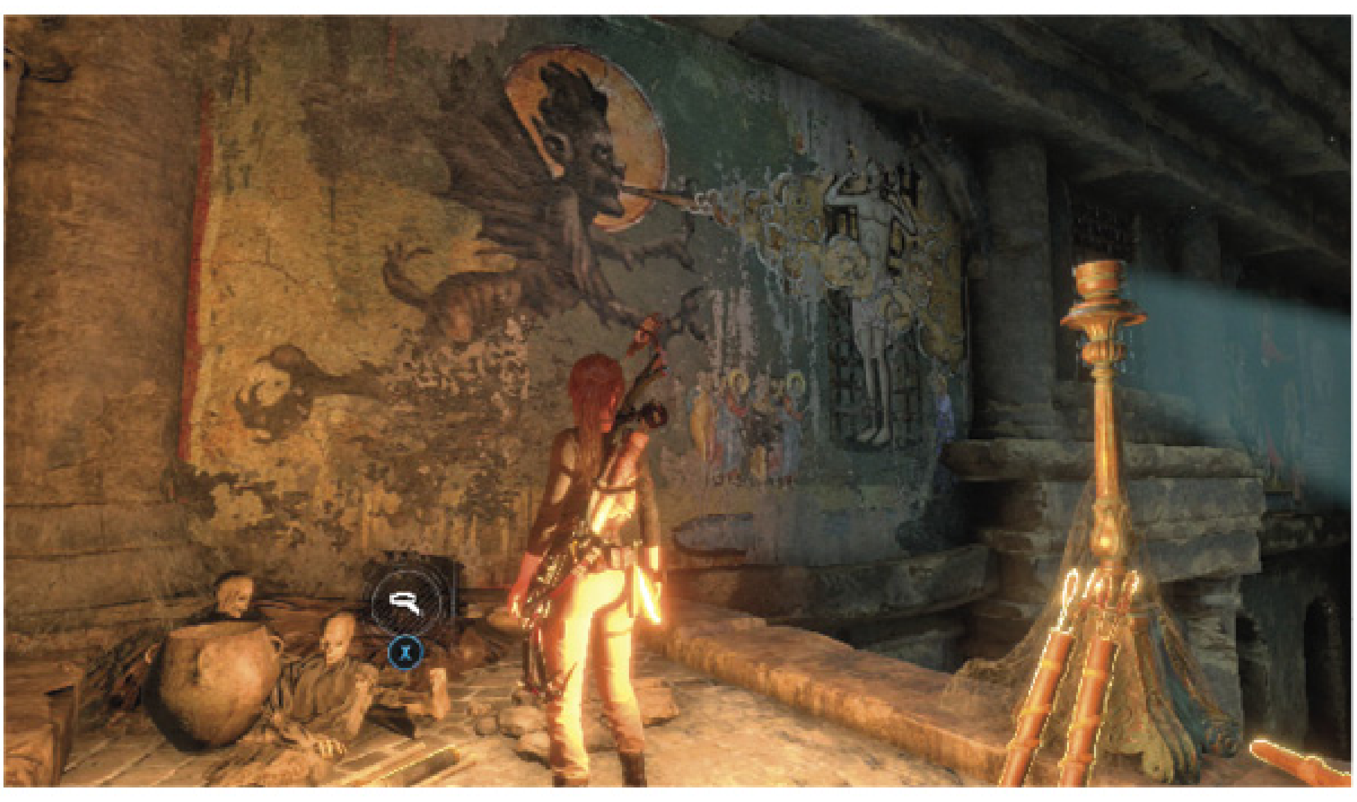


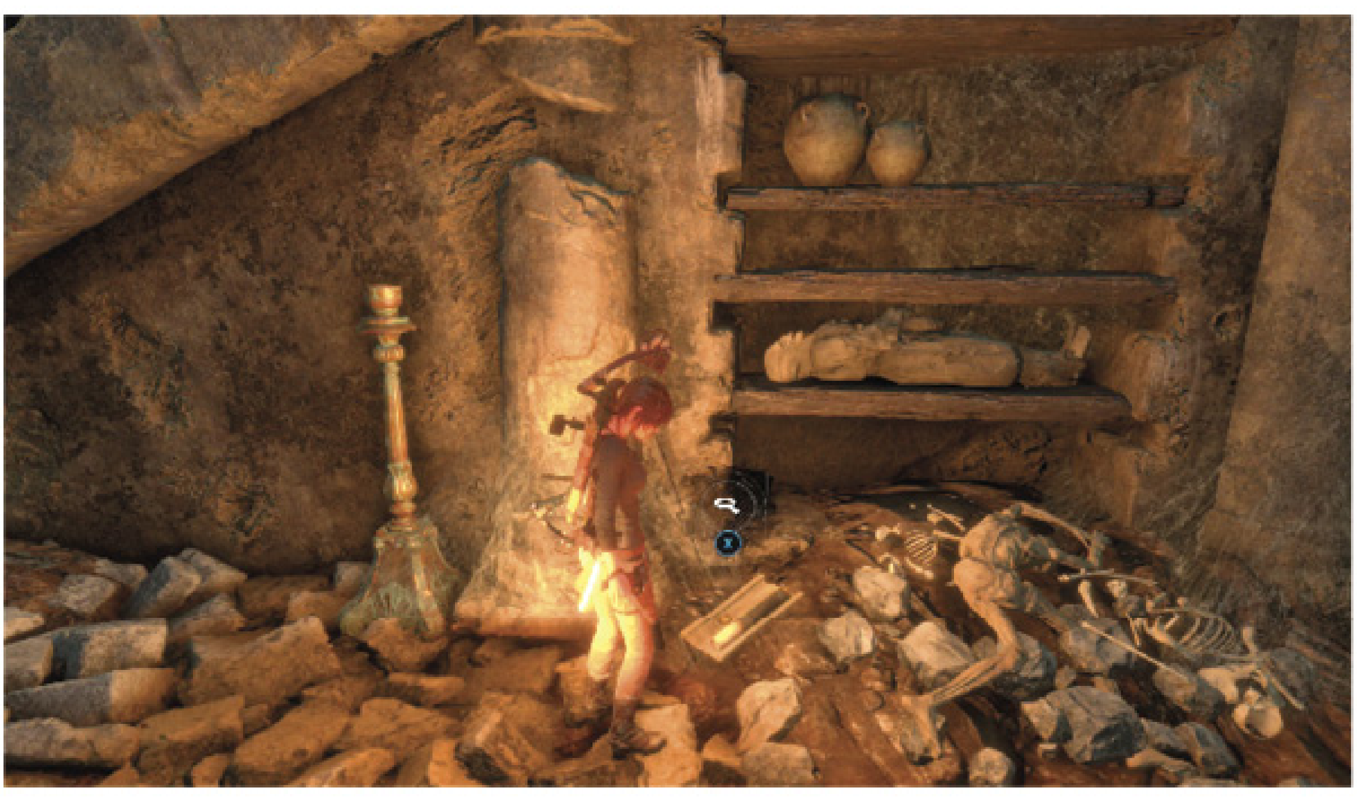
The Lost City

Geothermal Caverns Base Camp

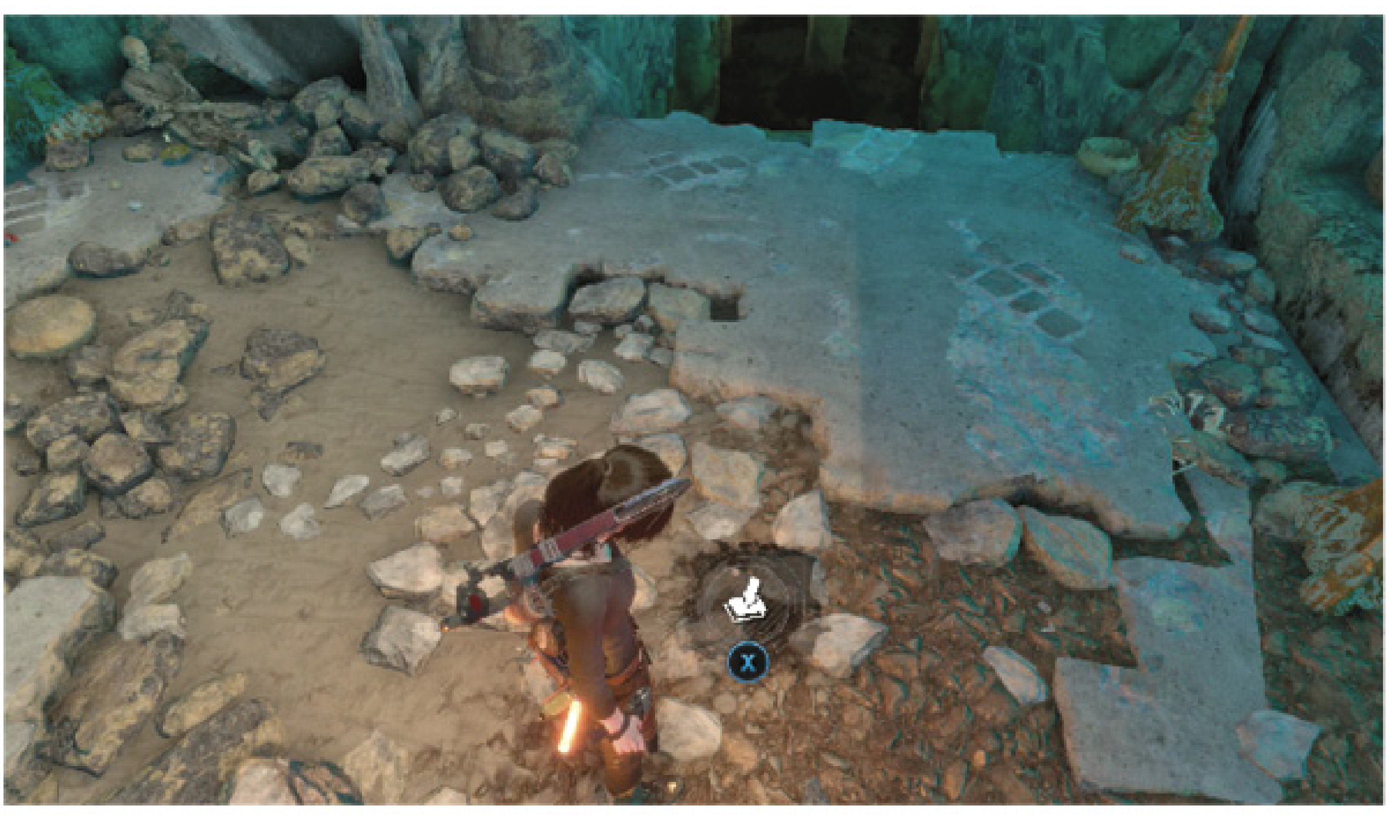


024 Geothermal Caverns base camp: A **Survival Cache** is buried next to the wall by the fire.

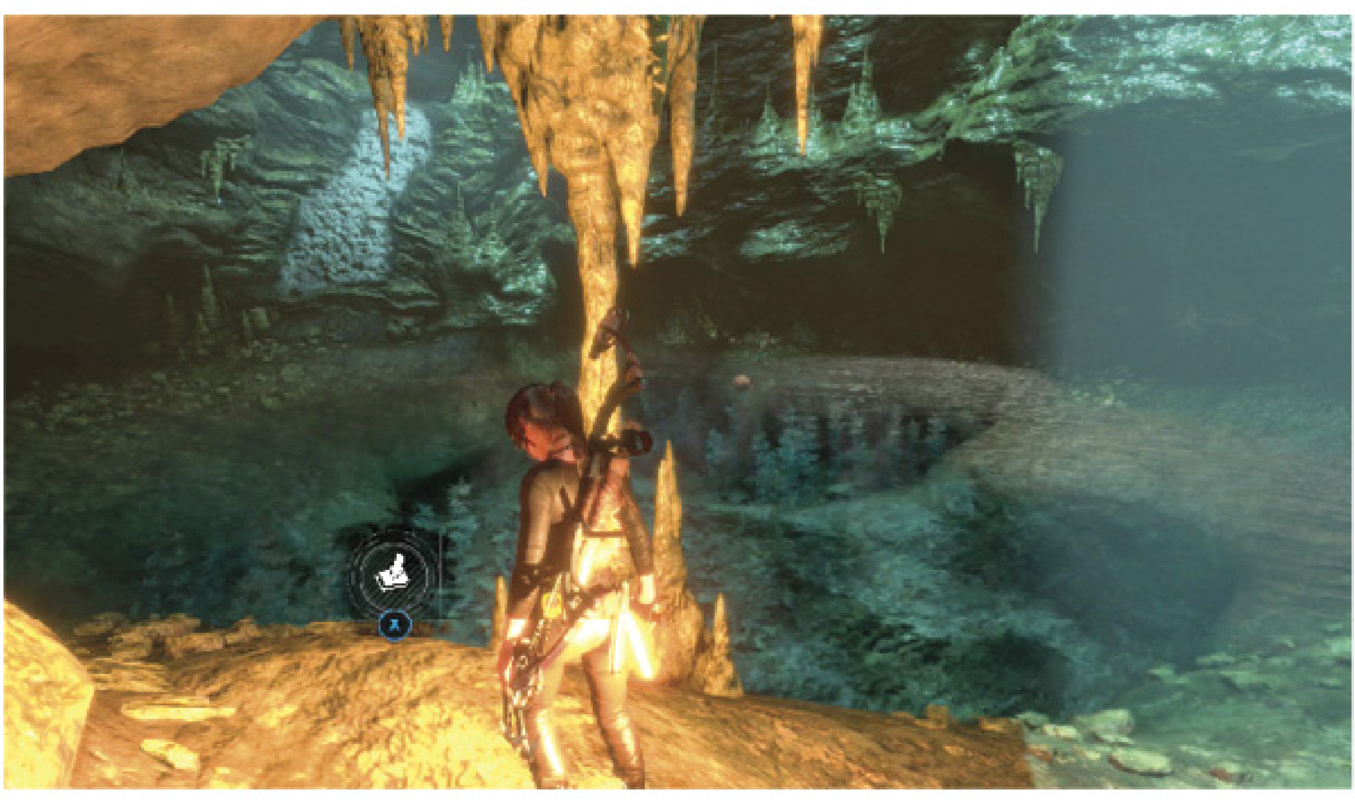


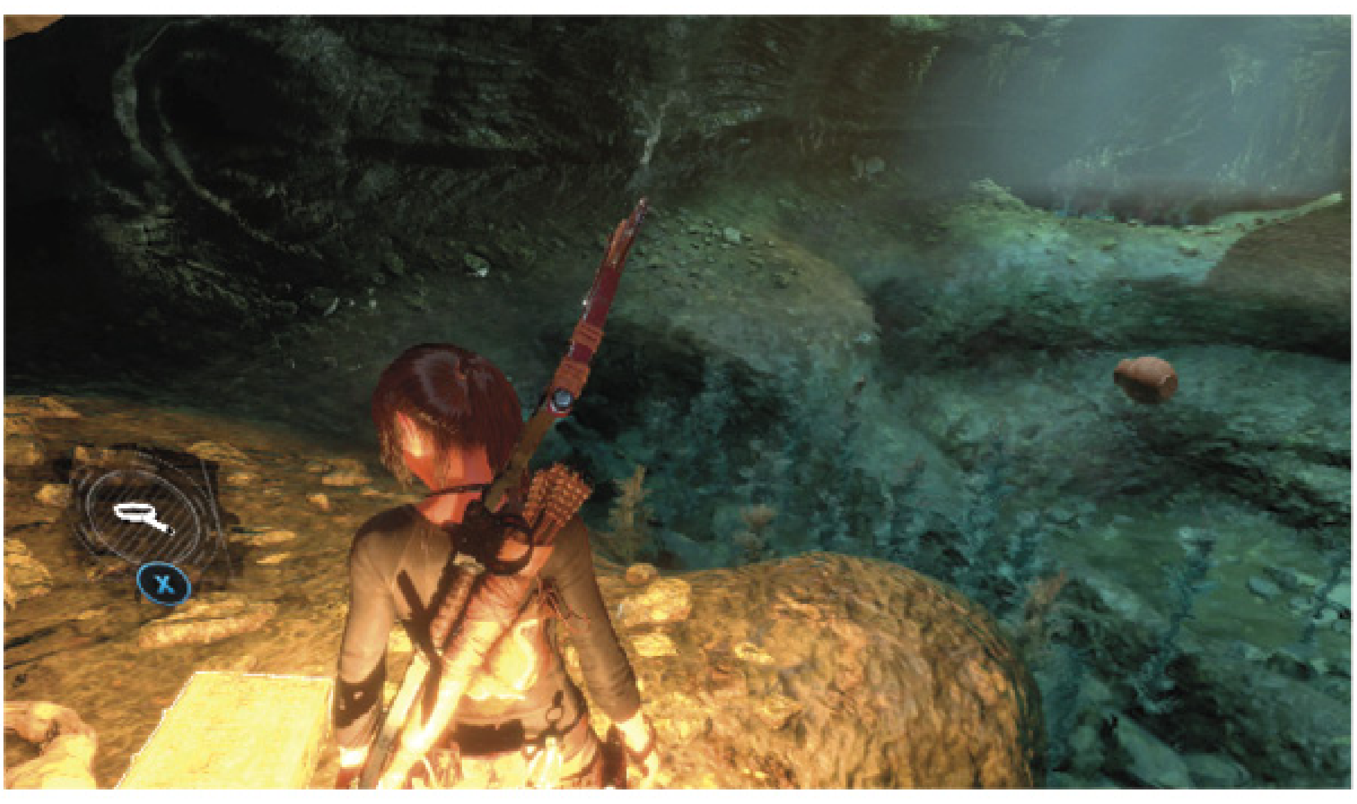


025 **026** E of Geothermal Caverns base camp: After you break through the gate by lighting the gas, a **Document** is near the painting depicting exorcisms (Lara will comment to that effect when you are near). On the ground floor of that same room, you find a second **Document**.

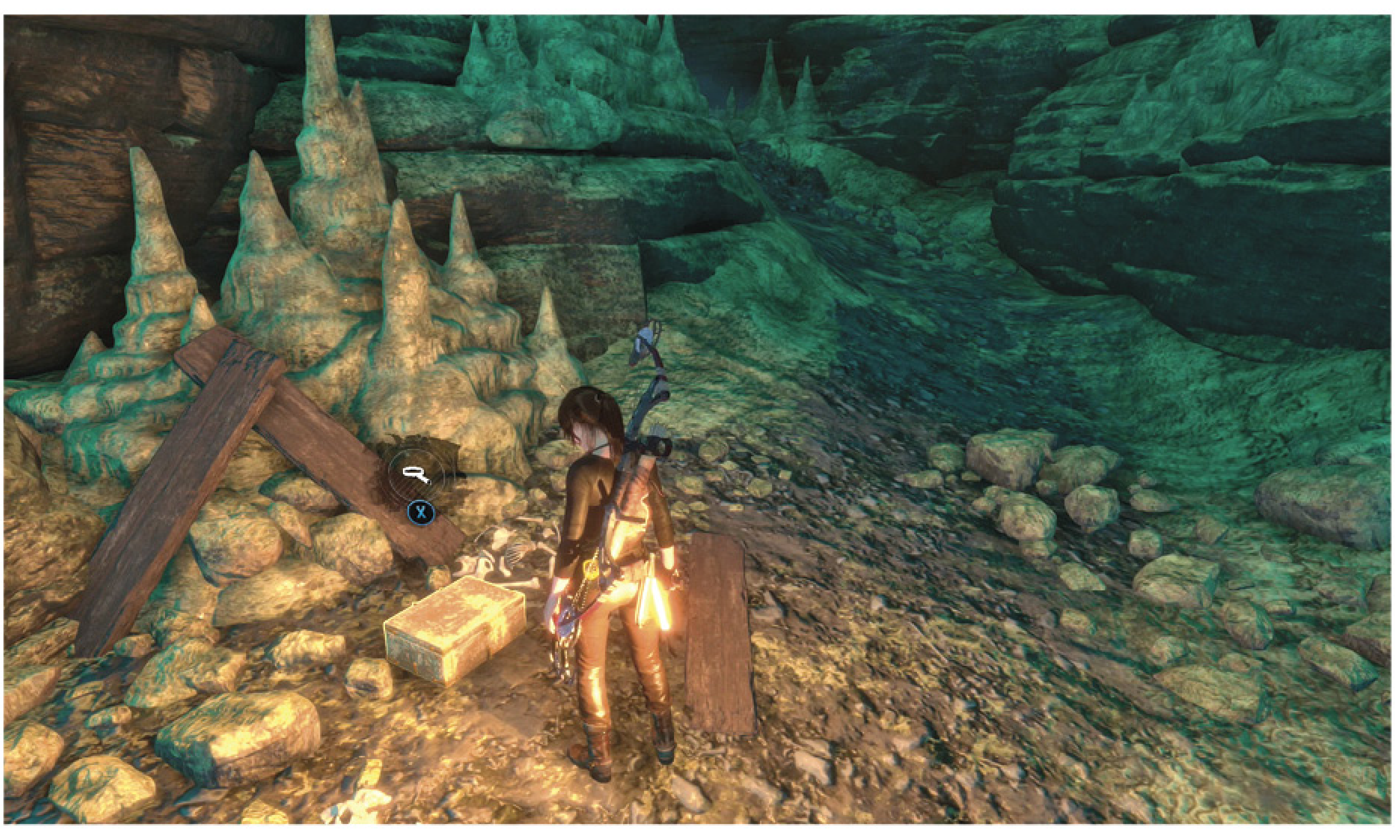


027 Geothermal Caverns base camp: jump into the pool and swim through the underwater passage to find a room with a **Survival Cache** and Archivist Map .

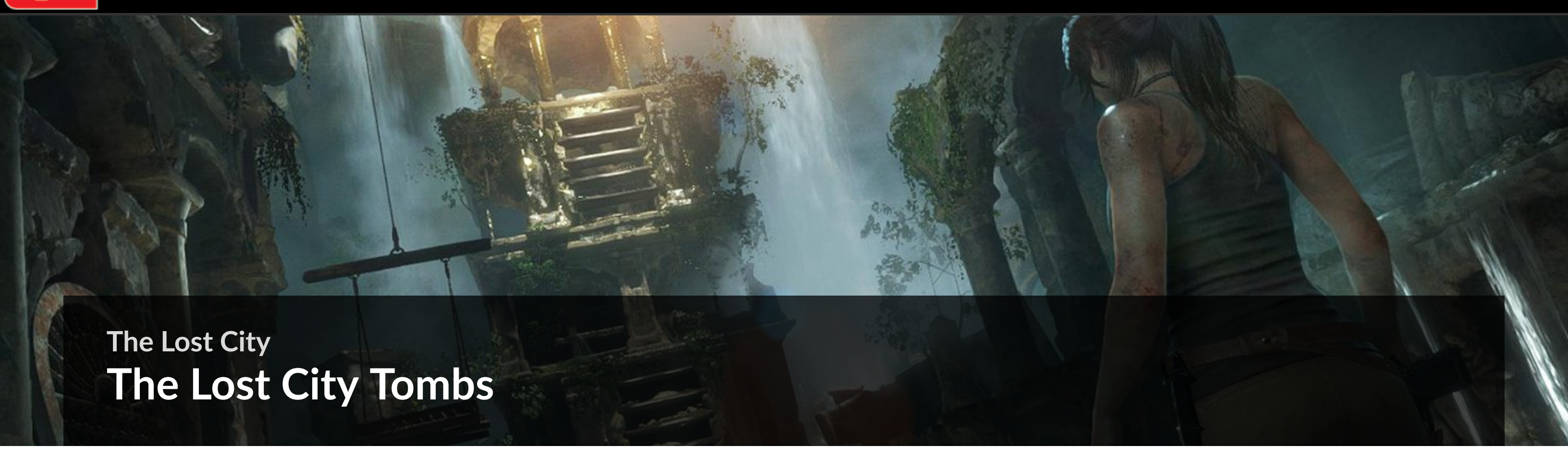




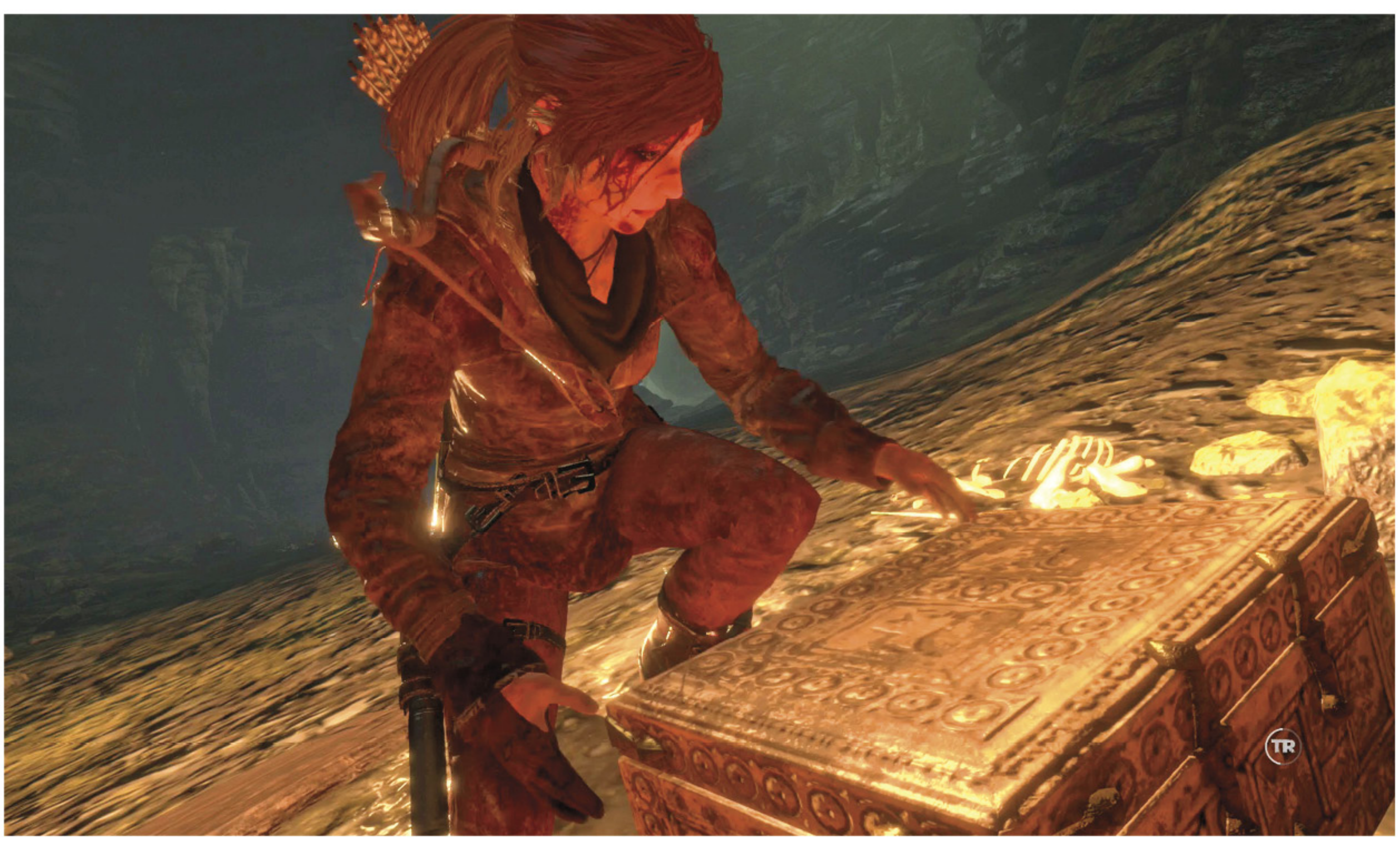
028 **029** S of Geothermal Caverns base camp: On the way out of the cavern, surface from the water and dig up the **Survival Cache** buried by a grown-together stalactite and stalagmite. A **Relic** is in the same room, on the opposite wall.



030 Geothermal Caverns entrance: After breaking through the entrance to the Tomb, pick up the nearby **Relic**.



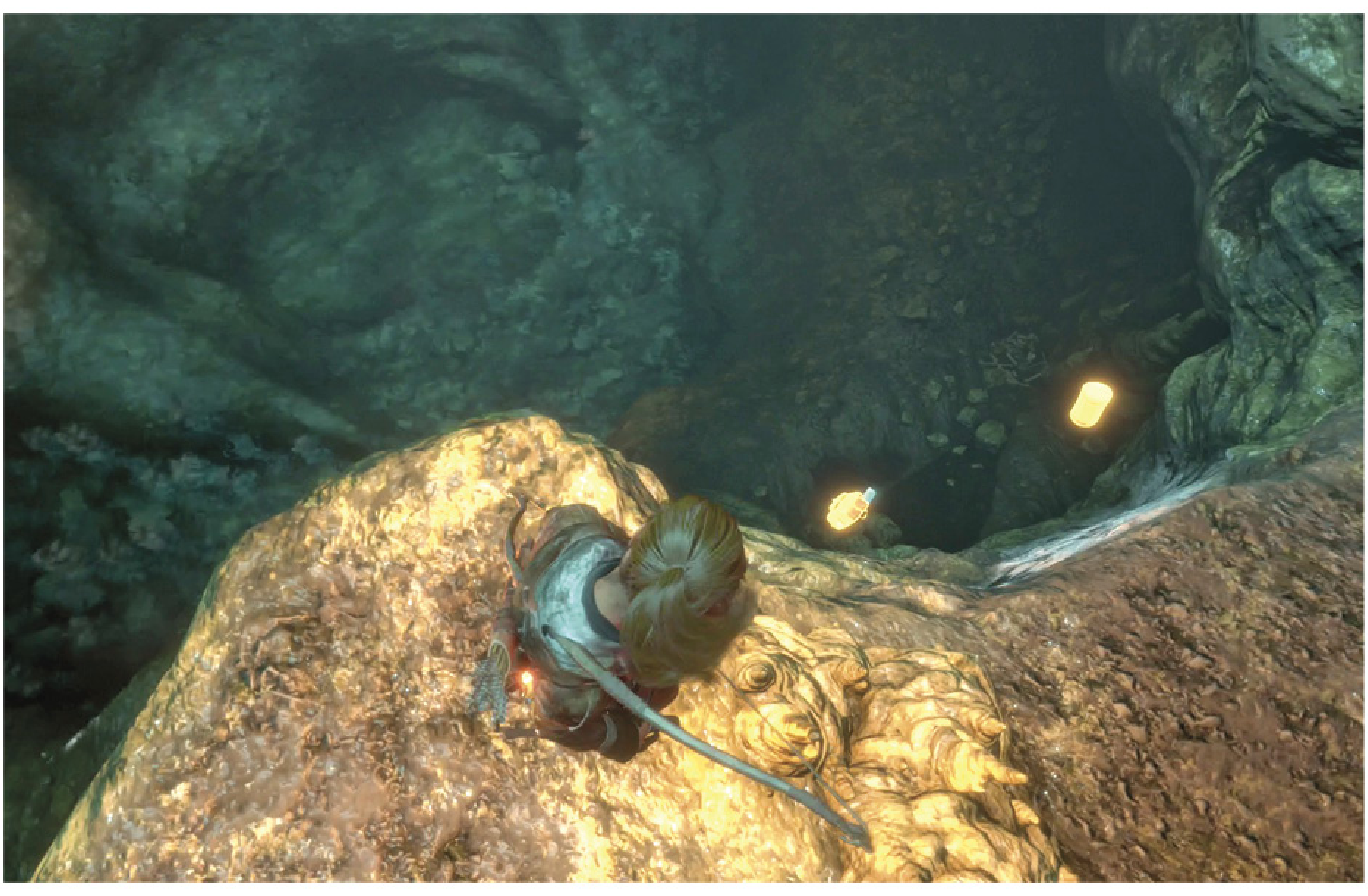
CHAMBER OF EXORCISM



Our final Tomb is in the Lost City. It's easy to get to once you've cleared enough of the story that there aren't Deathless all over the place. The actual location you're looking for is a Cave on the eastern wall of the map. You go through an open field of dirt and ice, and the Cave is sitting right there staring at you.

Go in there with Poison Arrows equipped. There is a huge bear inside, and it isn't friendly. Kill the bear with your poison and remember to skin it.

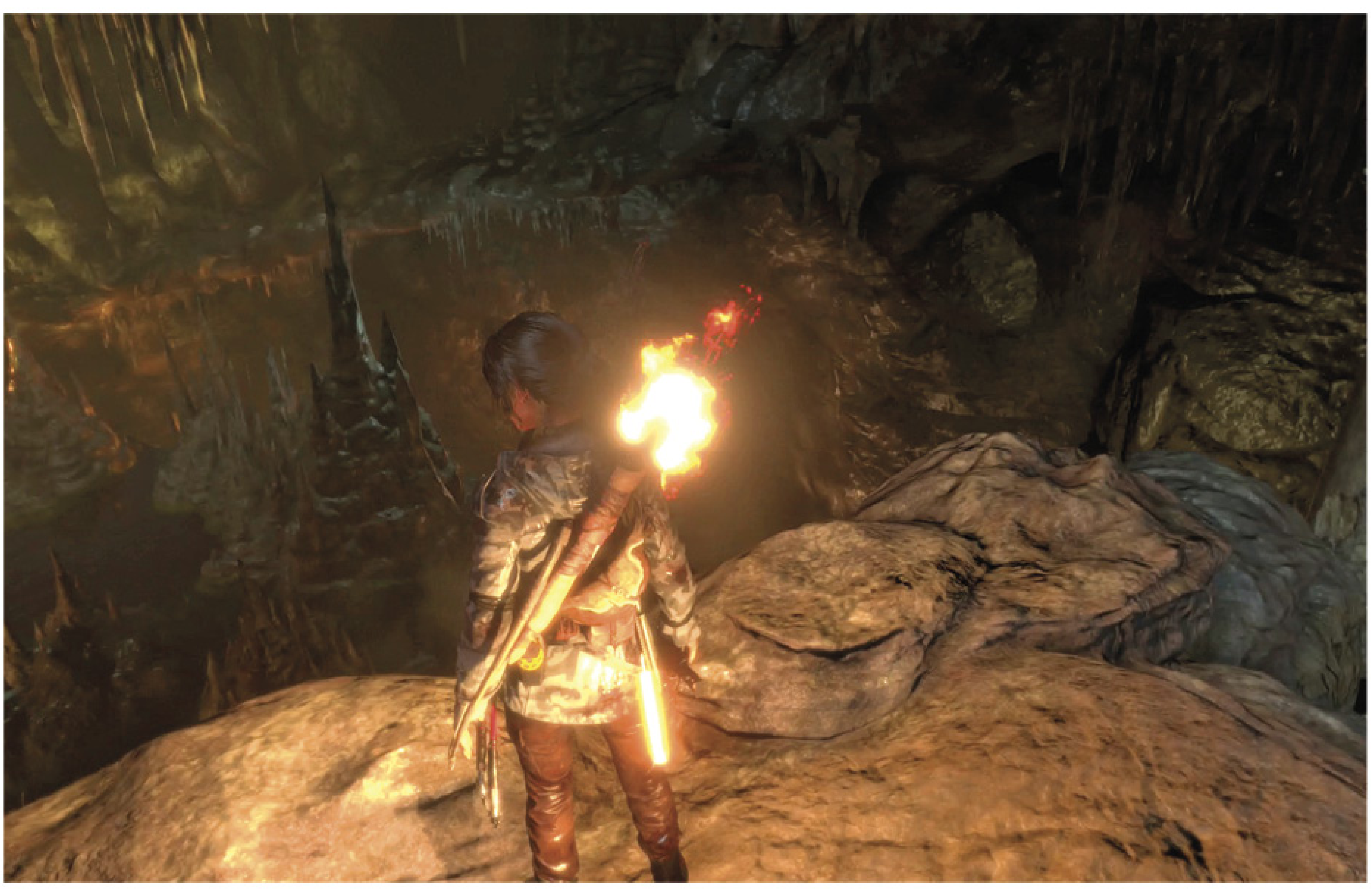
Break through the back wall of the Cave and run through a few simple tunnels. You bump into a Relic on the way.



Drop into a larger cavern even farther down. Get the Explorer's Satchel at the bottom of the cliff, and scour the room. There is a Survival Cache across the way, and a Relic on a different wall.

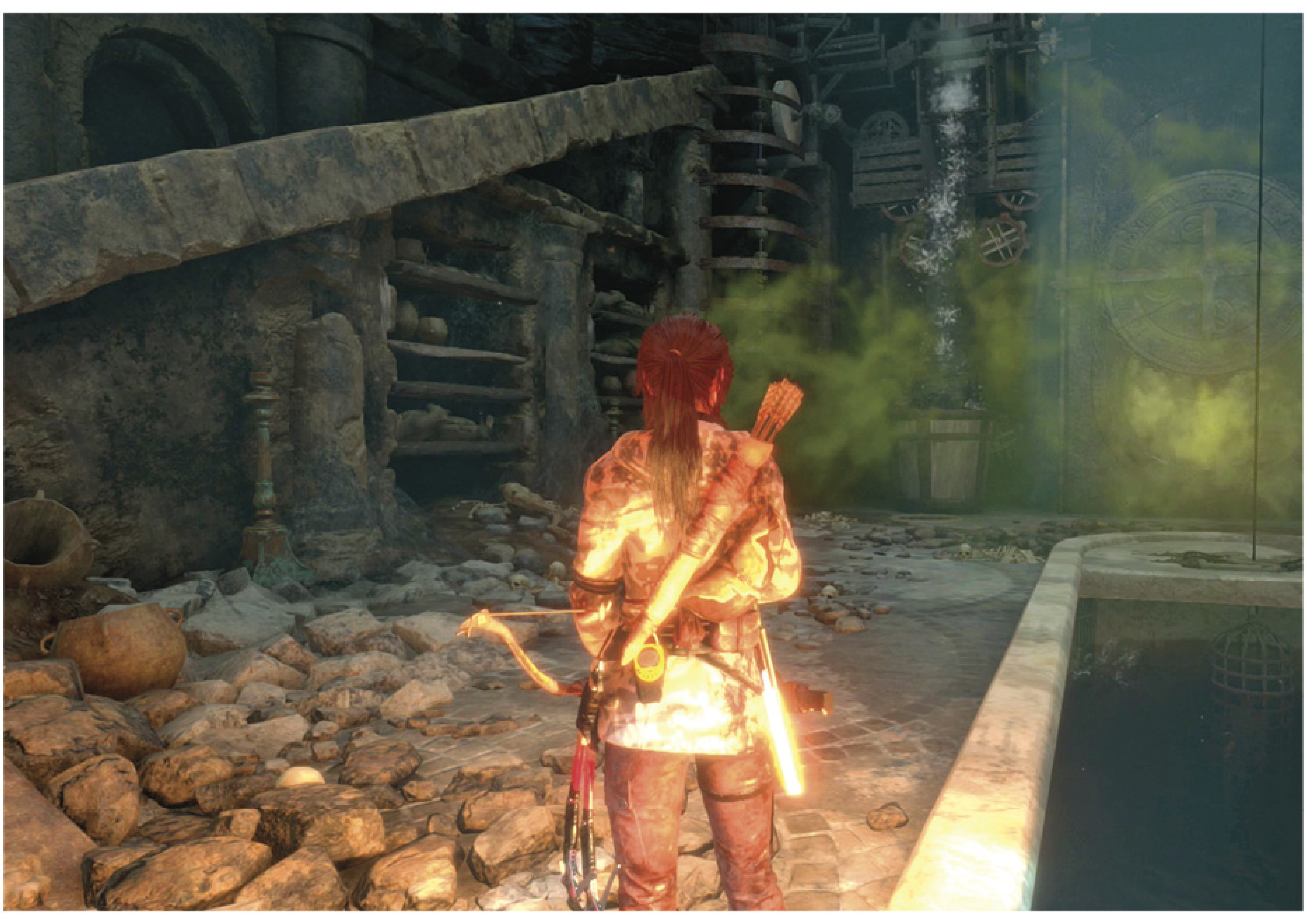
Continue forward through a watery tunnel, and come out near the Geothermal Cavern Base Camp. Look for a Survival Cache almost in the fire. Dive into the water ahead and look for a submerged tunnel on your right. That leads to a room with a Survival Cache and an Archivist's Map. Get both before you return to the last room.

A terrifying cave of fire, explosions, and poisonous gas leads toward the end of the Tomb. Use a Fire Arrow to blow up the gas long enough to get through a small room and into the puzzle area.



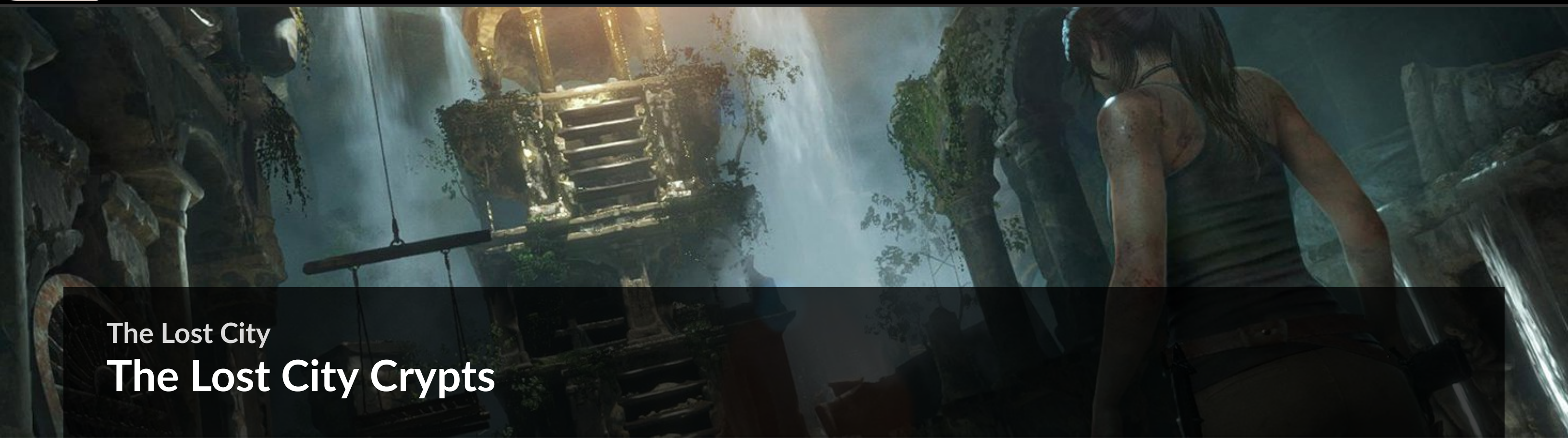
Get a Document while you're in the upper tier of the puzzle room. It's on the left. When you take the stairs to the bottom floor, loot Coins and a Document from the right side.

The puzzle takes a few steps. You have to free a cage from the water beneath you. To do this, use your Bow and Rope on two levers that are above the main floor. This lets quite a bit of gas into the room, so hurry into the water as it lowers. Use your Axes to break the cage free, and then run as fast as you can up the ramp to the upper tier.



Let Lara rest for a moment. To finish the puzzle, look for a mechanism on the lower floor using Survival Instincts. Fire at it with your Rope and twist the device so that the cage is turned much closer to a locked gate. Now that it's ready to go, use both levers while you're on the ramp, and hurry back up top to detonate the gas when the lower room is full of it. The explosion sends the cage reeling into the gate, breaking its way into the Codex chamber.

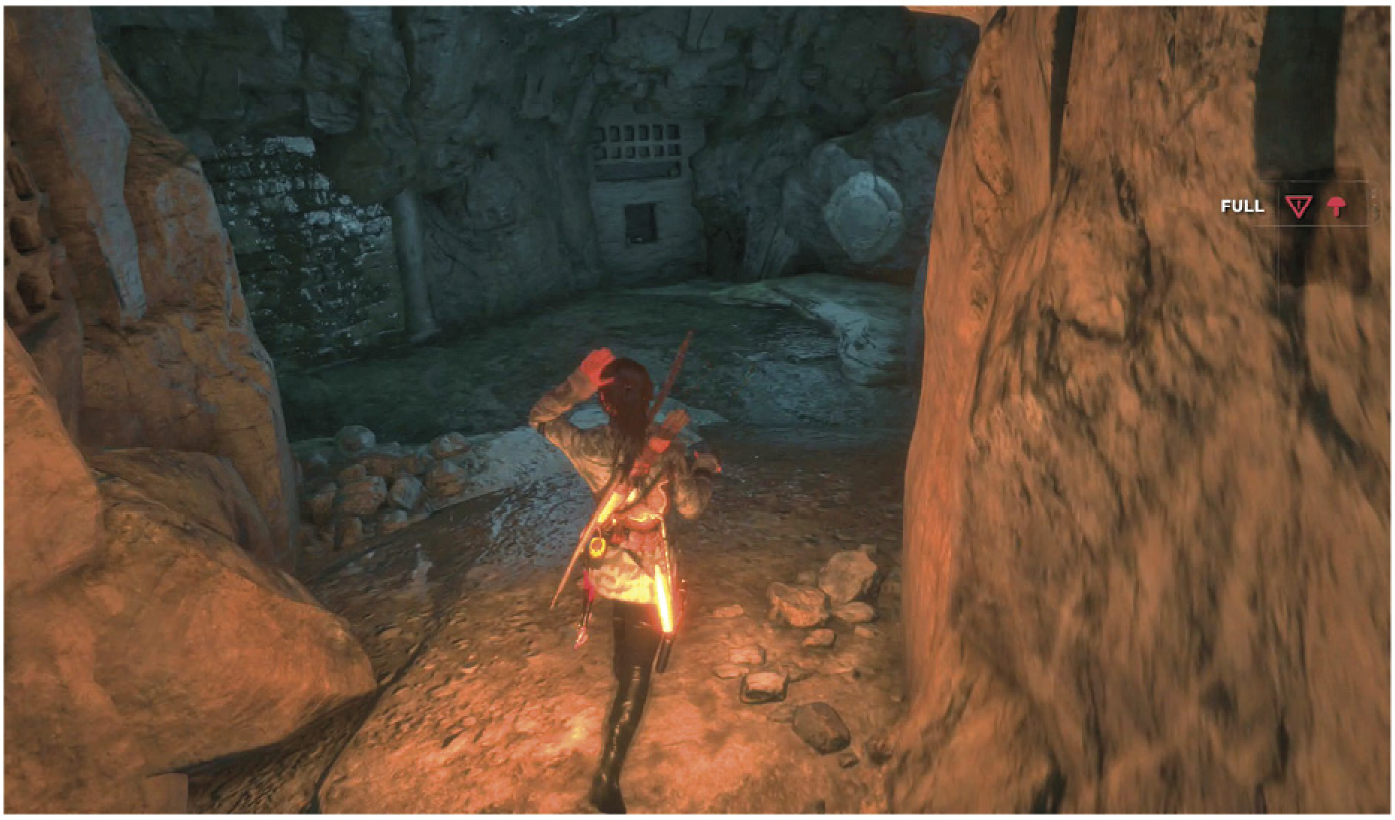
Go inside, loot a few minor items, and read the Codex. You master Greek Fire. Your Fire Arrows and Molotov Cocktails become deadlier and can deal damage even through armor. Nice!



The Lost City

The Lost City Crypts

TIME KEEPER'S CRYPT

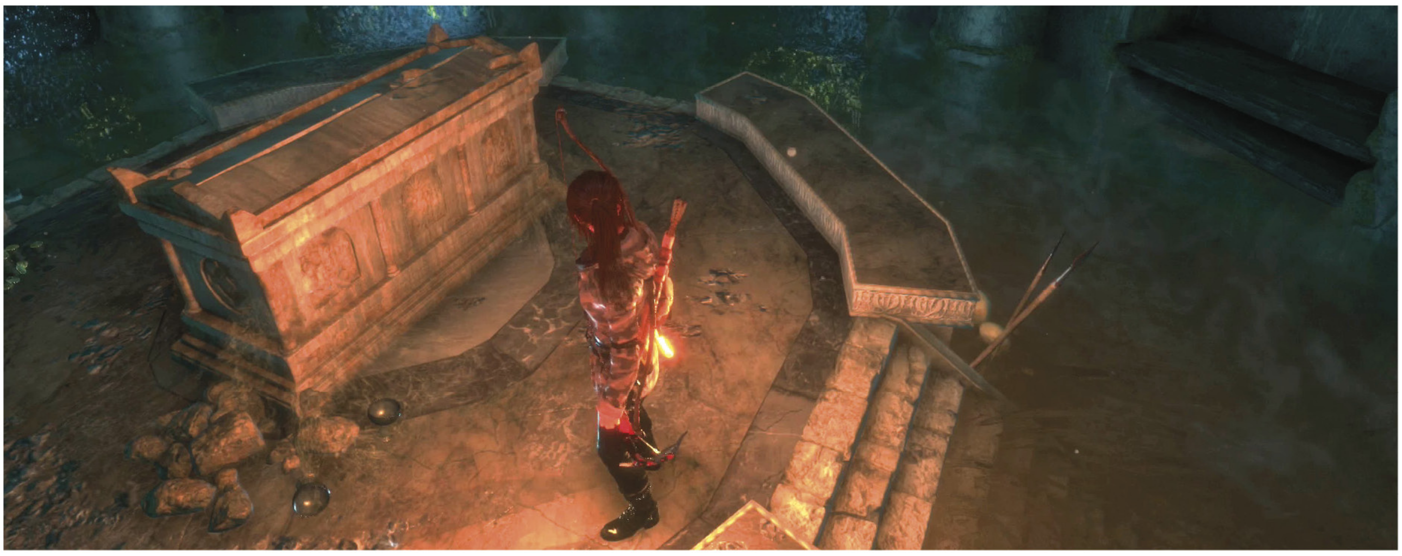


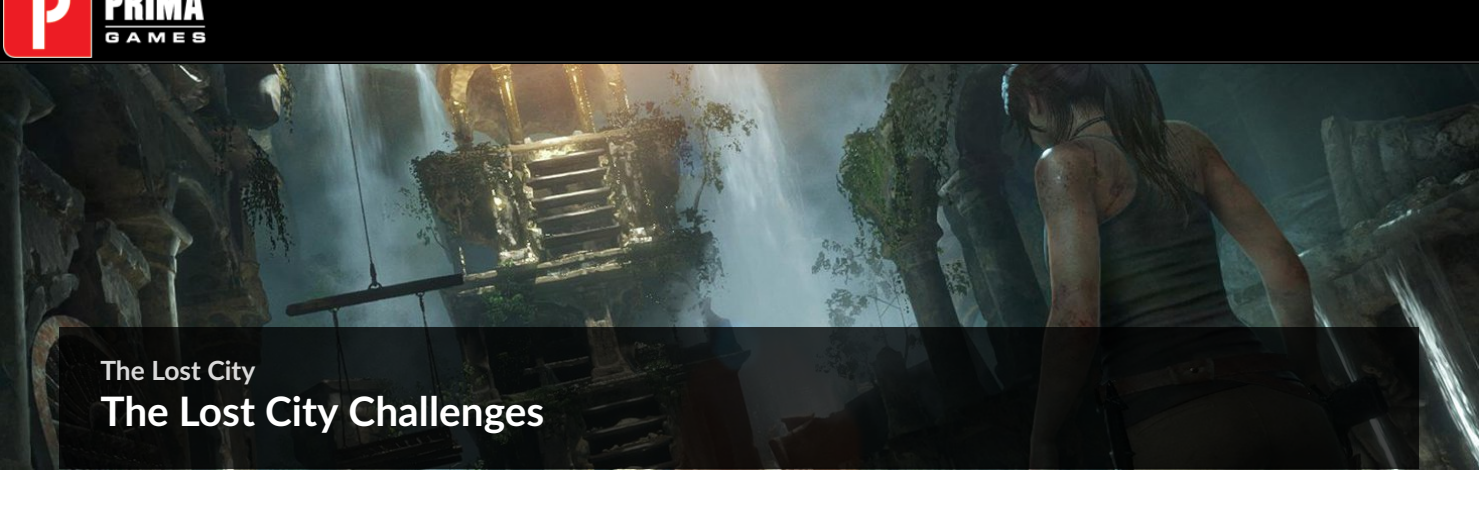
The entrance to this Crypt is on the southwestern wall of the Lost City. Dive into a small area of water at the edge of the street, and swim underneath a tall building. You find a basement with a tunnel leading away from it. Follow that tunnel to reach the Crypt.

You find a Mural on the wall in the first major room. Break through a damaged piece of stonework to continue, and get a Document from the floor in the adjoining tunnel.

Mine some Chromite from the walls of the Crypt, and get a second vein when you reach a waterway ahead. Jump and grapple to the far ledge. That's where the Chromite is located. You need to have Geologist to mine this metal.

Swim along the waterway to reach the final room of the Crypt. That's where you get a few free Coins and the Sarcophagus with another piece of a special Bow.



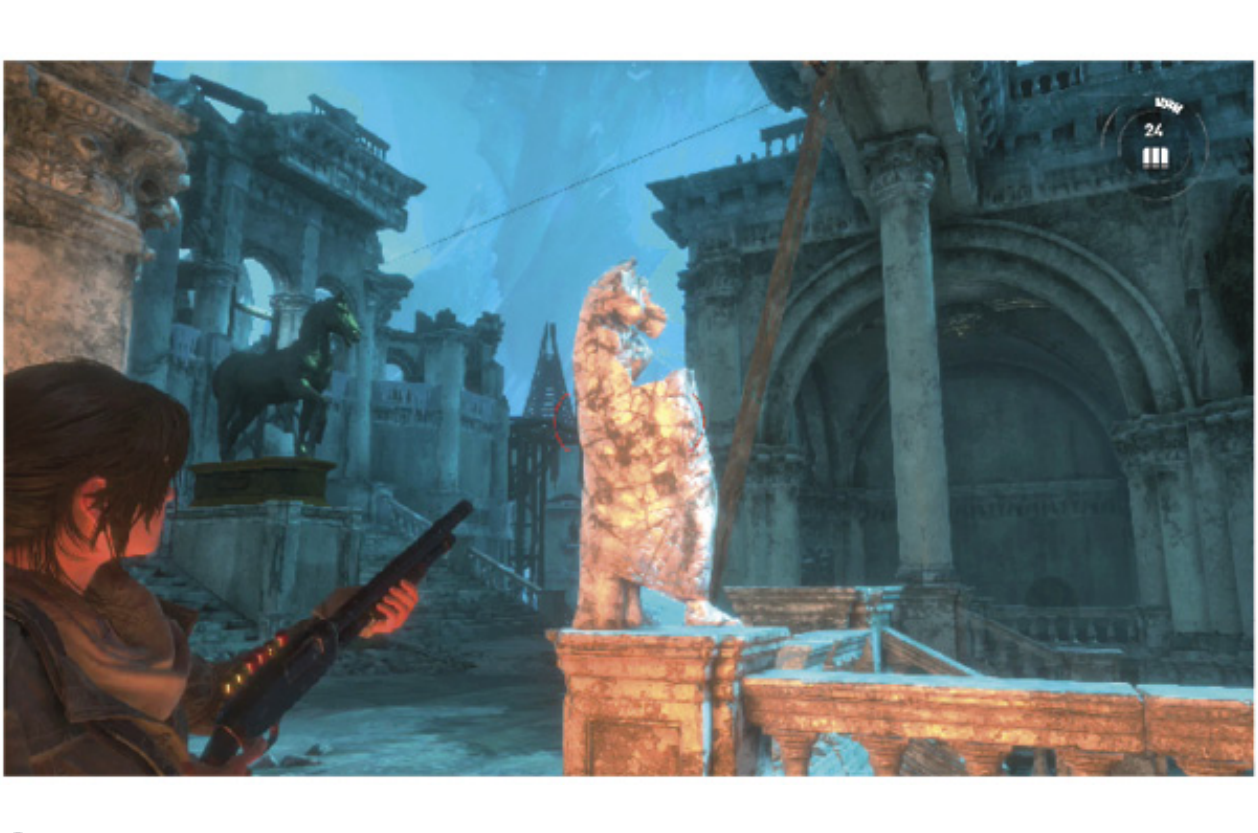


The Lost City

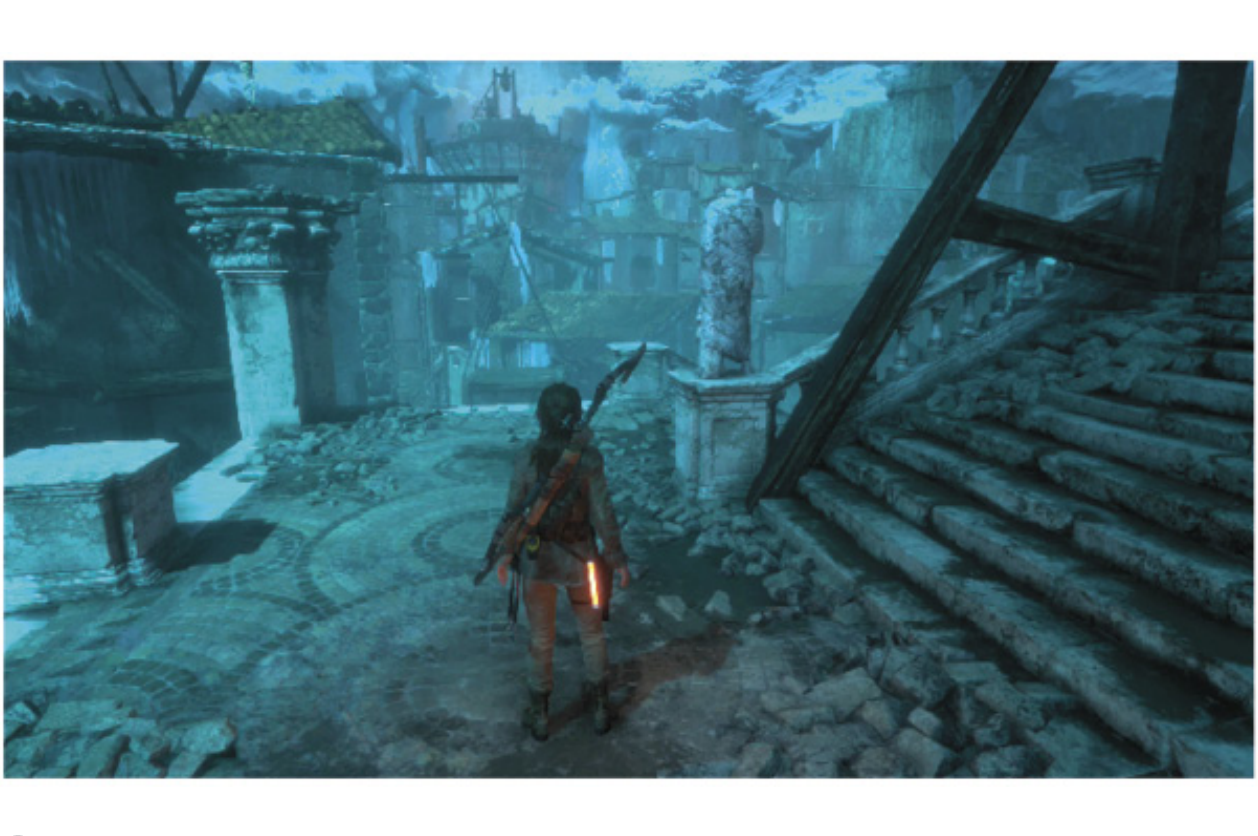
The Lost City Challenges

VANDAL

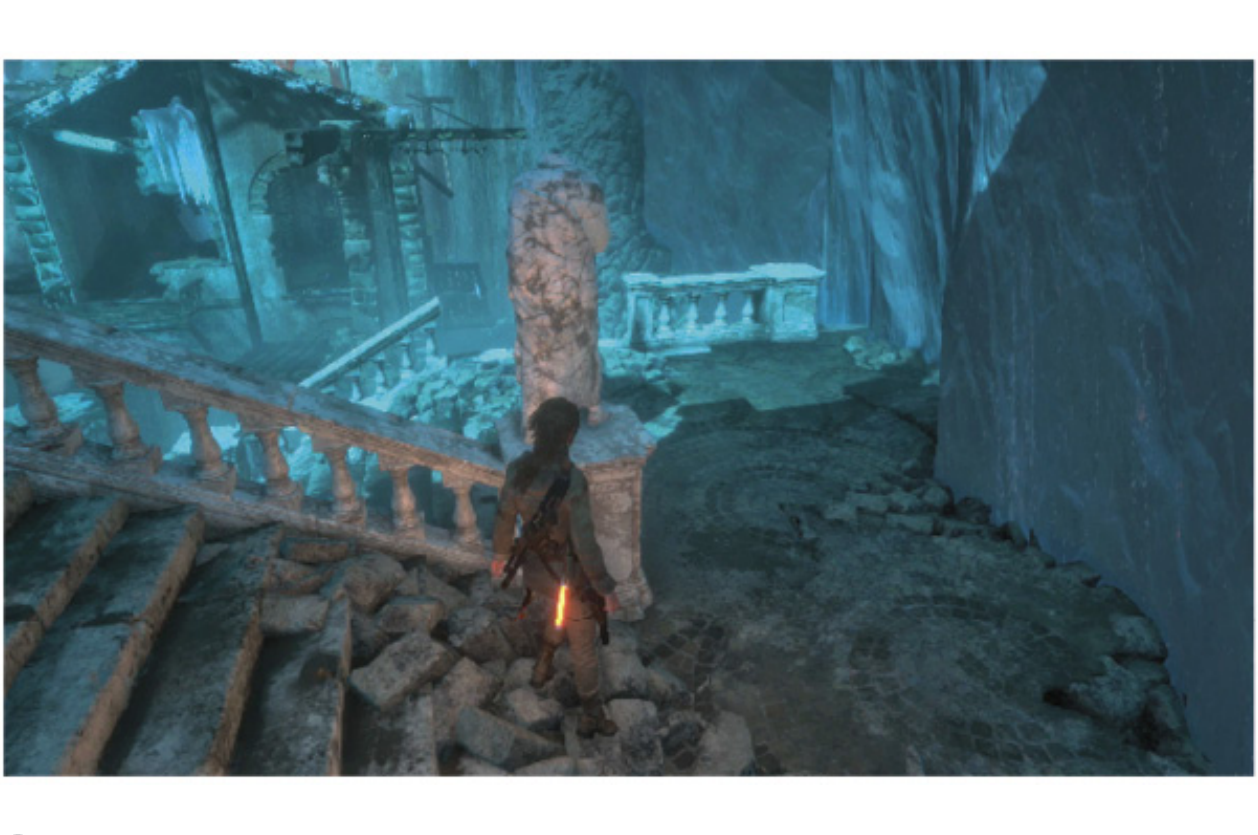
Destroy eight headless Statues around the city. They are spread around the lower city, toward the southern portion of this map. The Statues take quite a few attacks unless you use your Shotgun or an explosive of some kind.



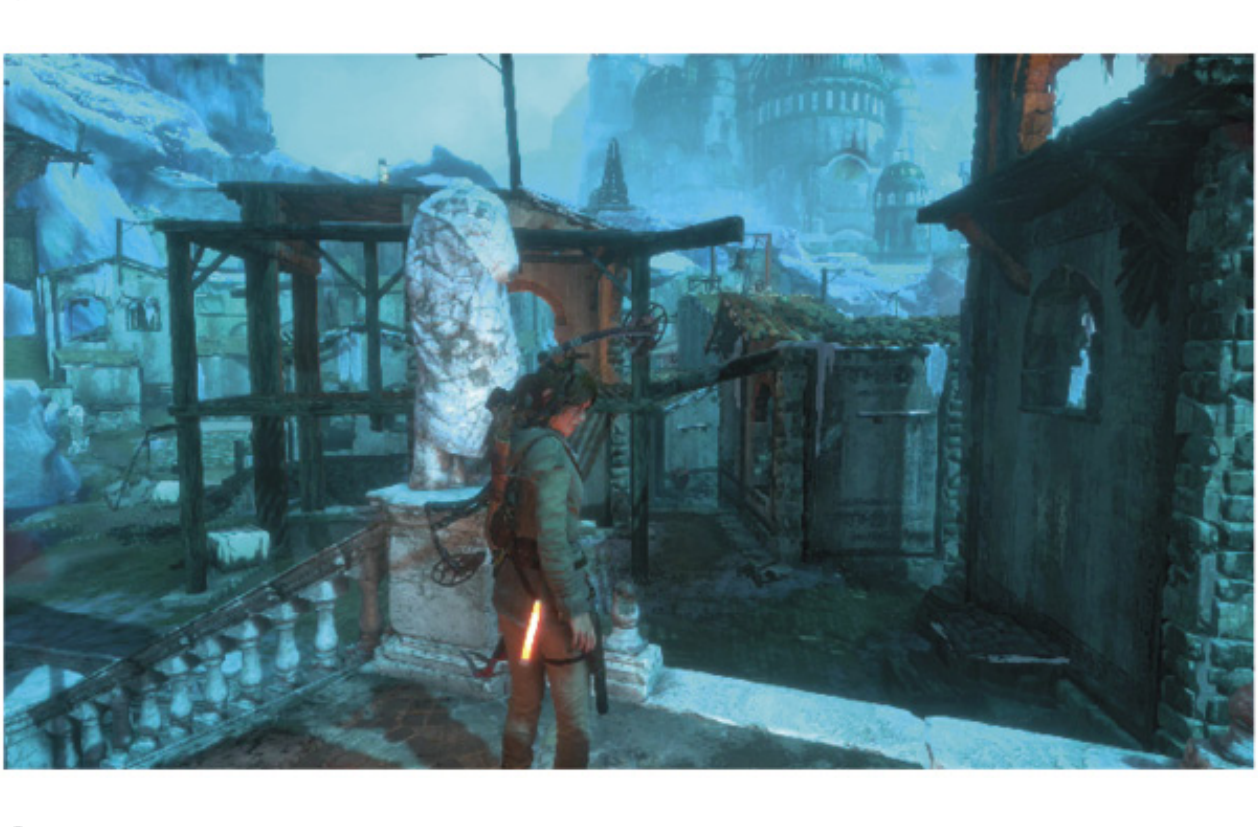
① Look to the west of Citadel Plaza Base Camp. A headless Statue is only a few feet away. Destroy it with a Shotgun and move on.



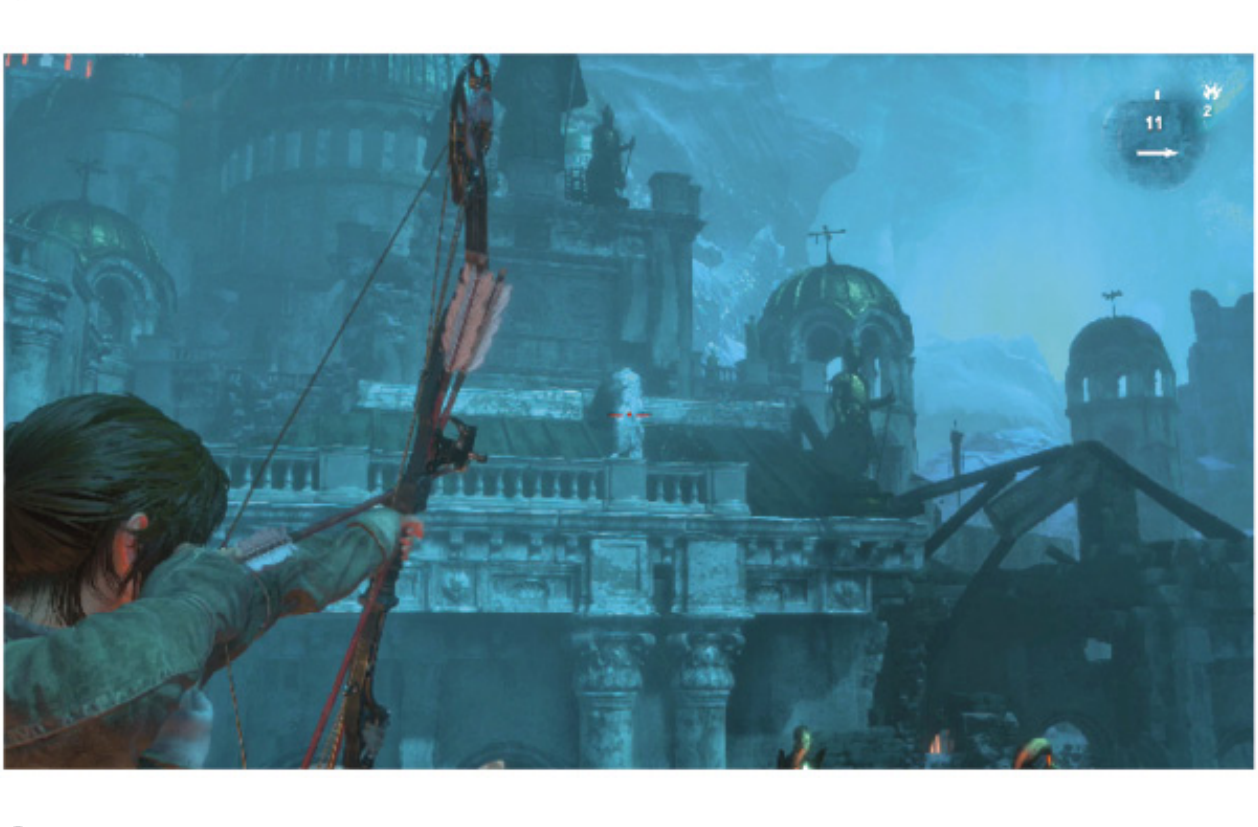
② Walk south from Citadel Plaza, through the destroyed gate. The stairs lead down to ground level in two directions. Turn left, walk halfway down the stairs, and trash another Statue.



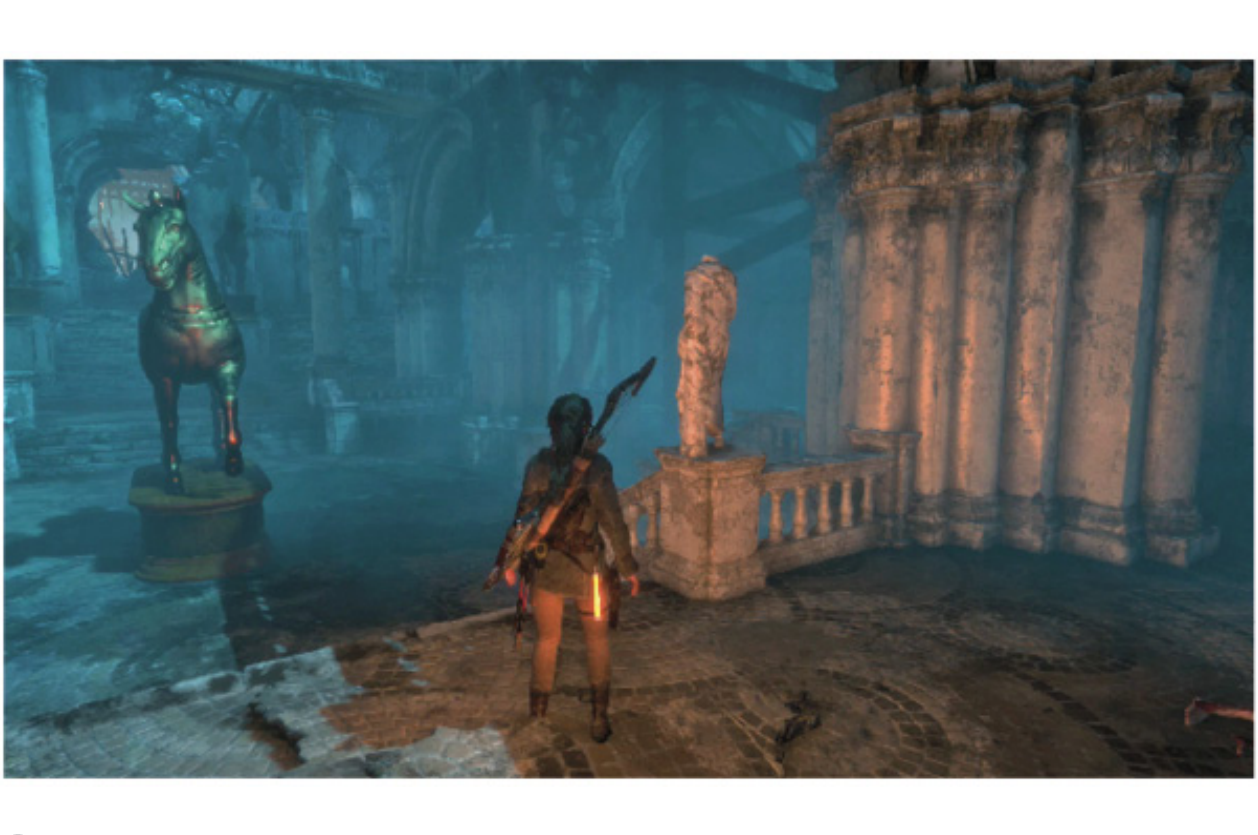
③ If you turn right down the stairs we just mentioned, you find another one.



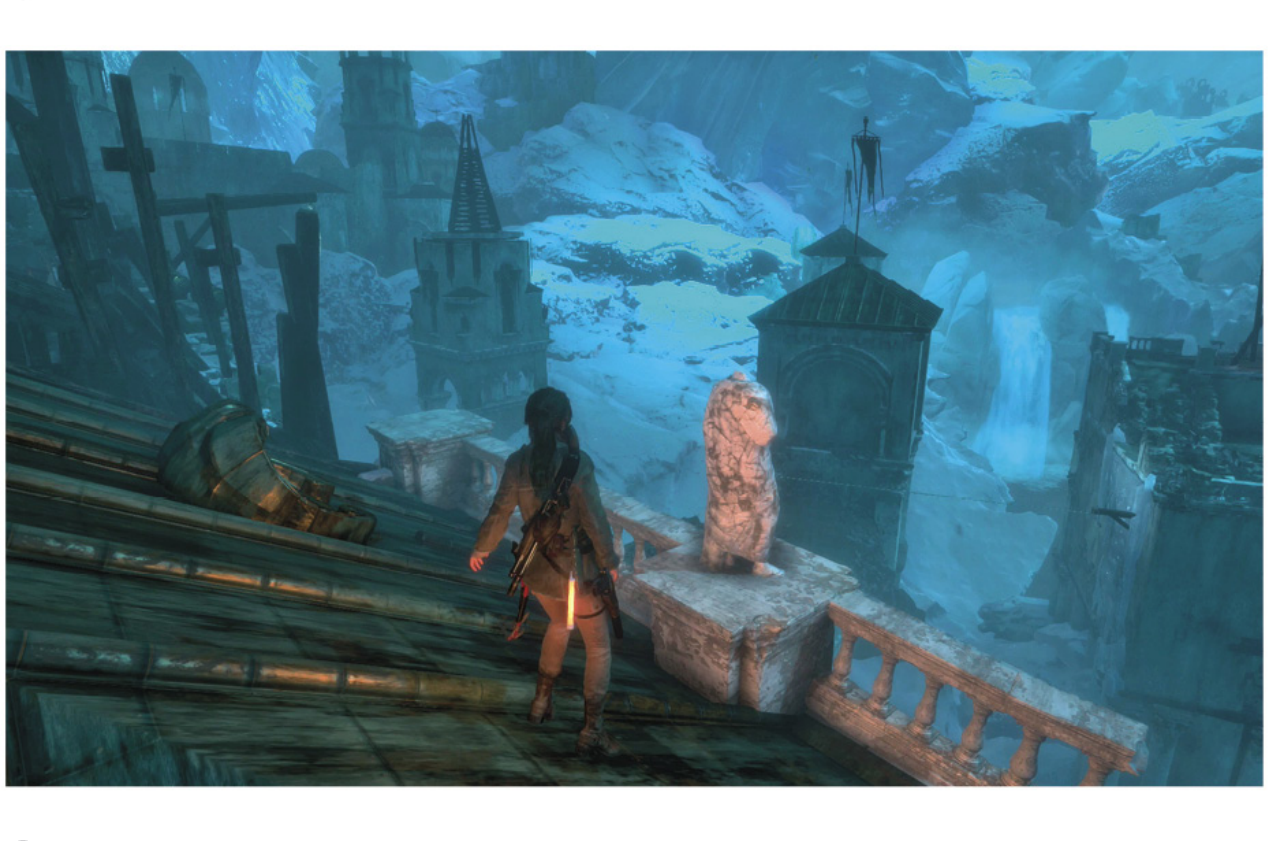
④ When you first zip line into the city, in the south, look for a Statue on a small raised platform. It's near a Mural.



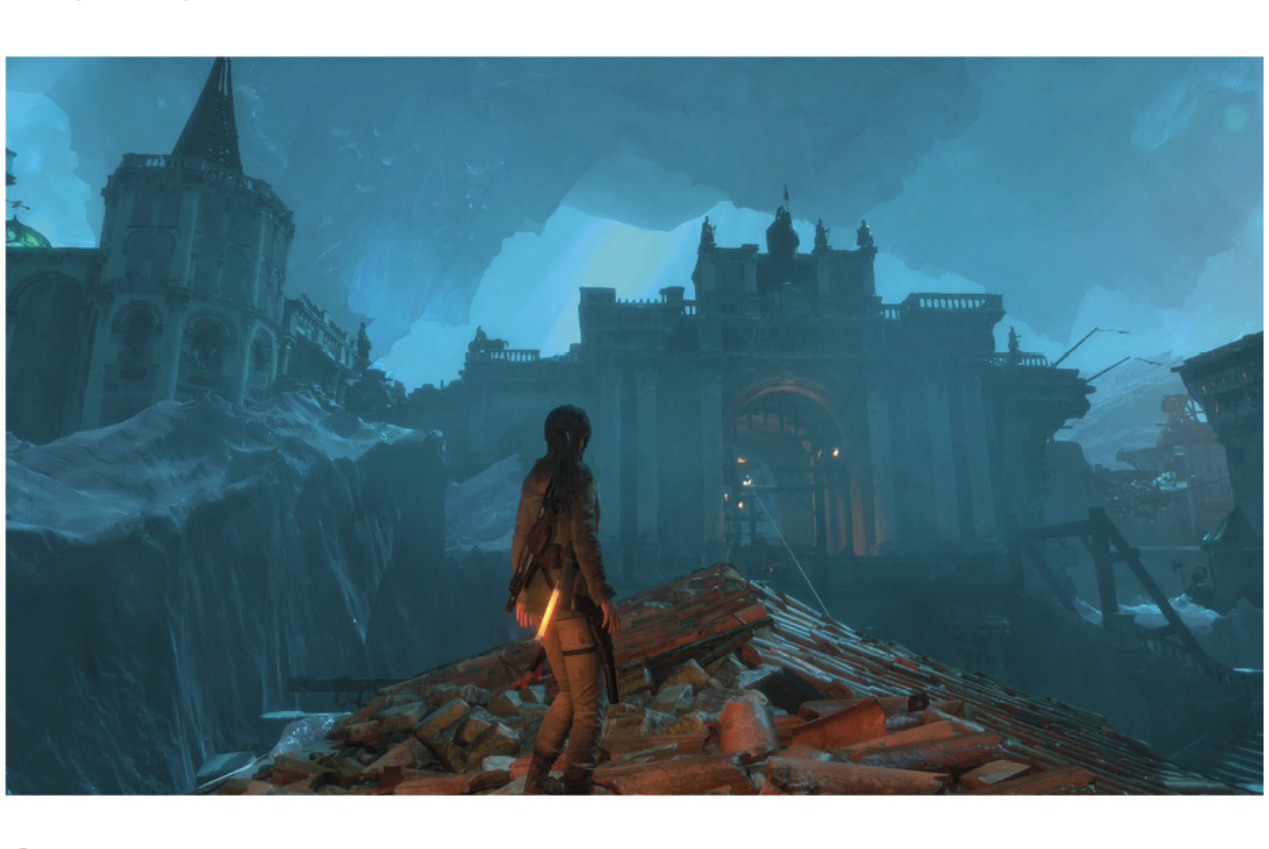
⑤ While standing on the upper rooftops above Citadel Plaza, look for a Statue that is on top of a building. Shoot it from a distance with your Rifle.



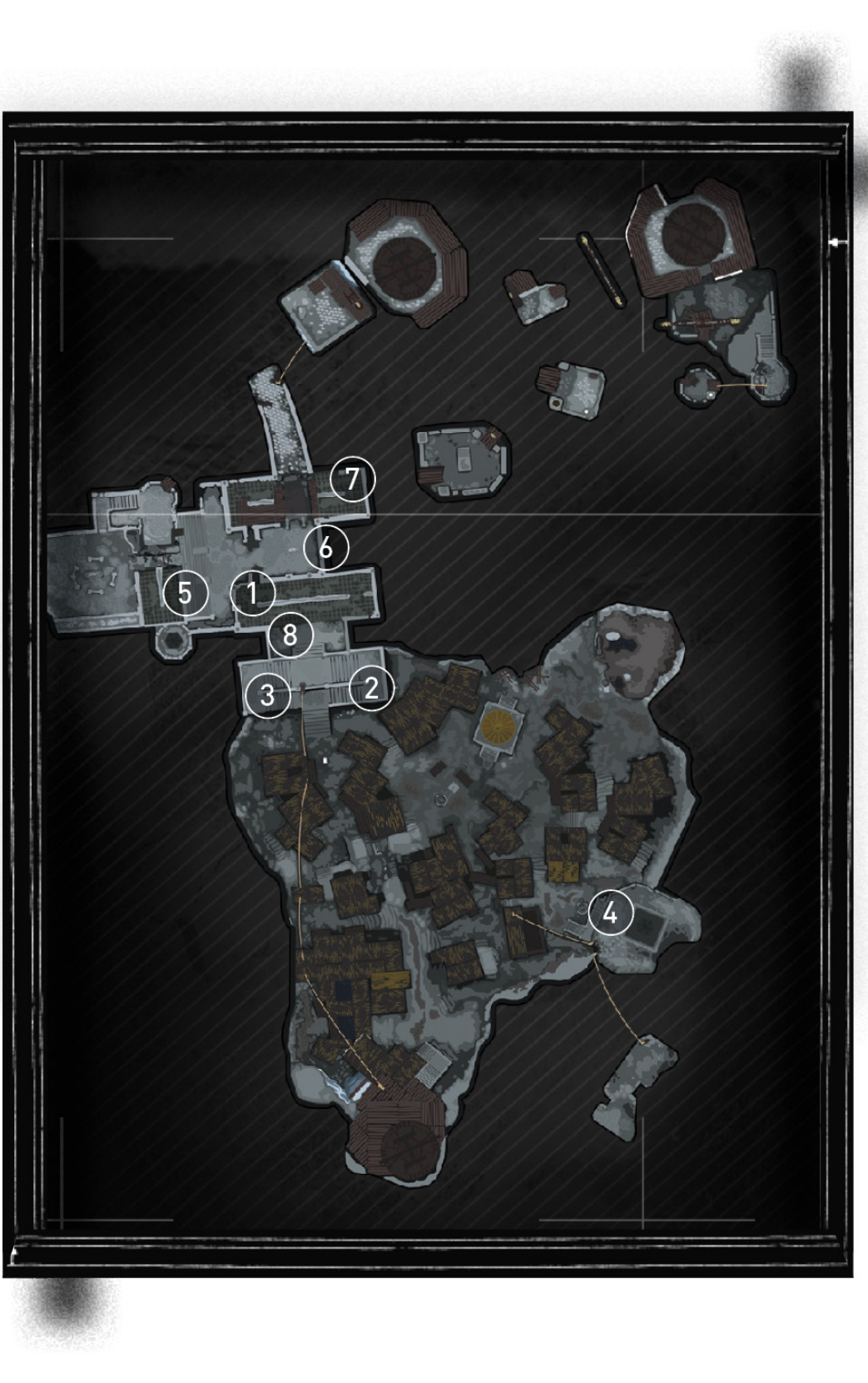
⑥ Walk a few feet northeast from Citadel Plaza Base Camp and destroy another Statue.



⑦ When leaving the third trebuchet, Lara runs across the rooftops above Citadel Plaza. On her right, there is a Statue that is standing at the edge of the roof.

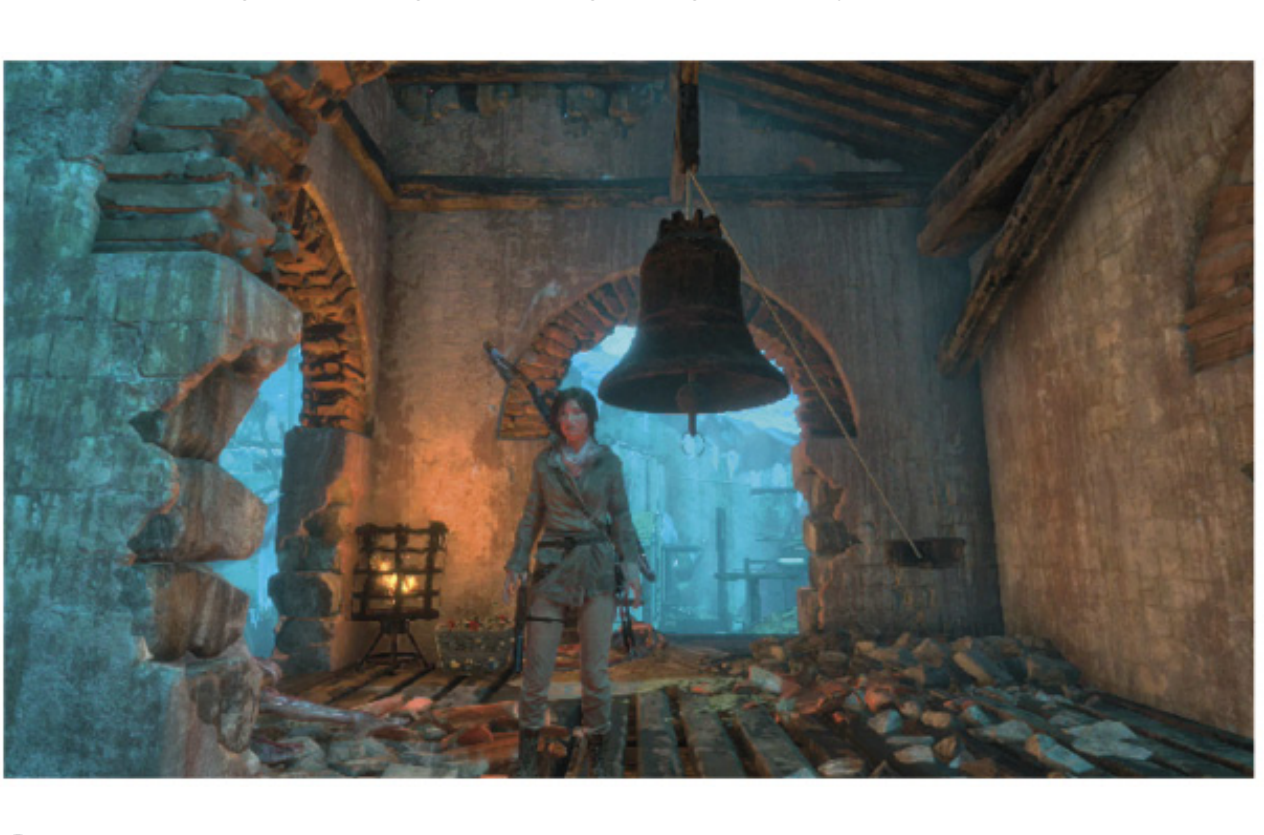


⑧ Get onto the rooftops that are close to the main gate (from the lower city into the plaza). Stare up at the balcony above the gate. To the left is a Statue that you should snipe from long range to complete this challenge.

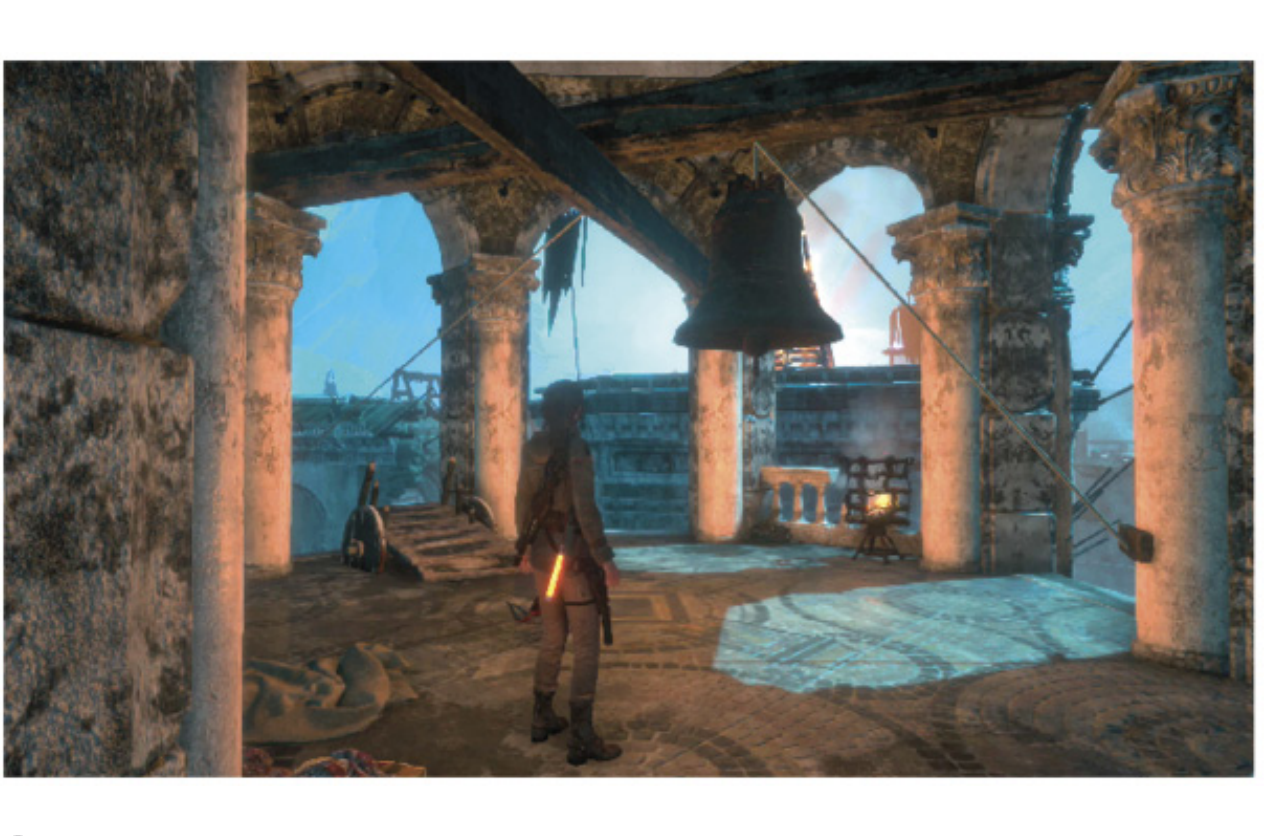


FOR WHOM THE BELL TOLLS

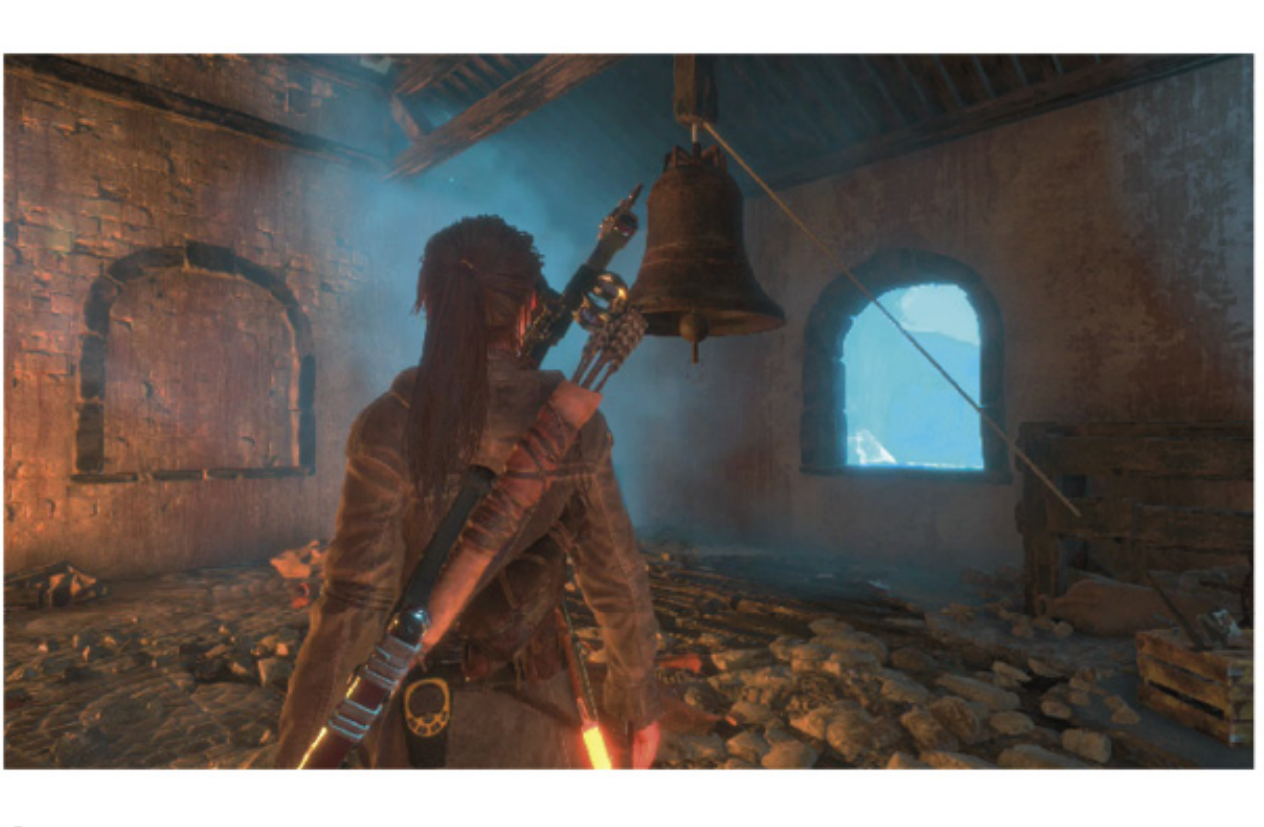
Cut down five bells around the lower city by climbing up to their positions and slicing their lines with your Combat Knife. These are always a bit higher up in buildings, because having a bell at ground level is just a bit silly.



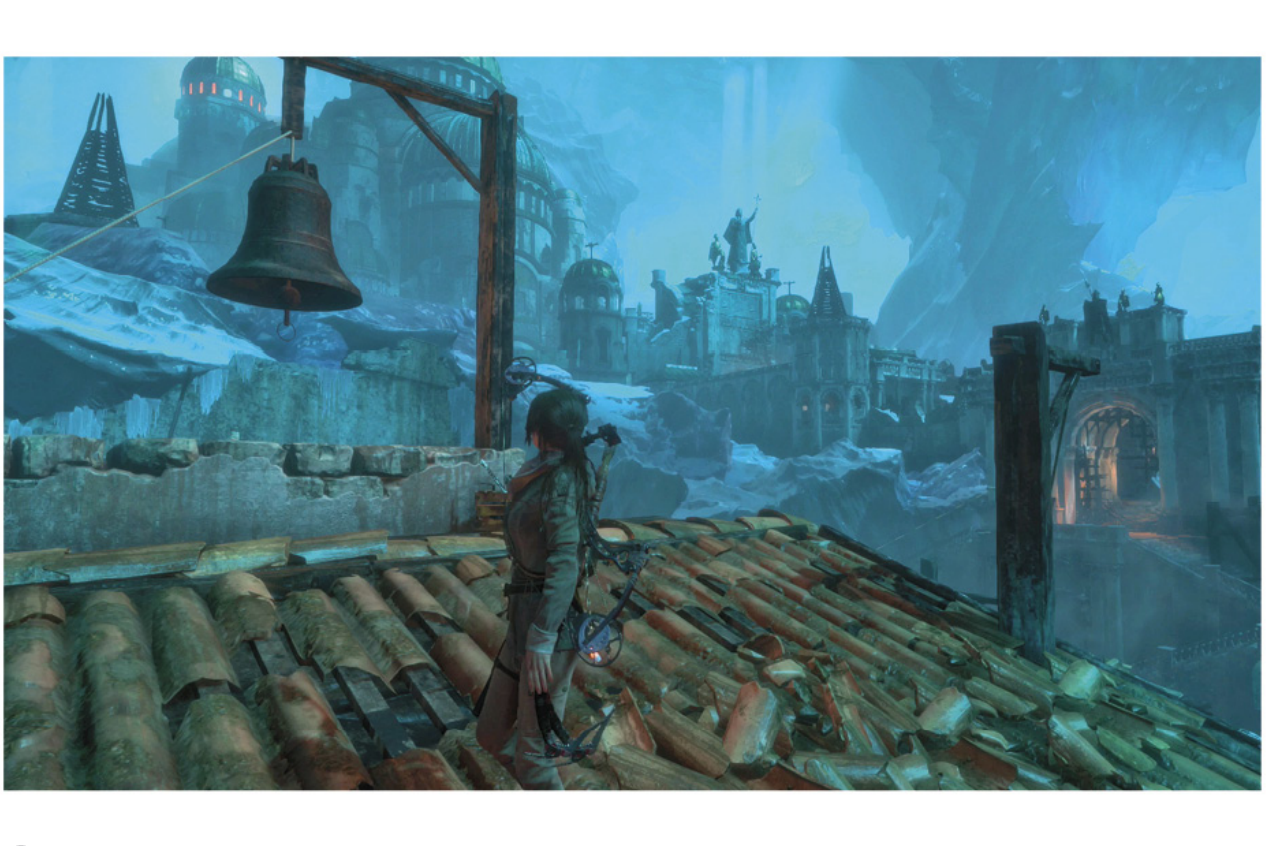
① Take both zip lines all the way down into lower city. The upper floor of the building at the end of zip line two has a Bell.



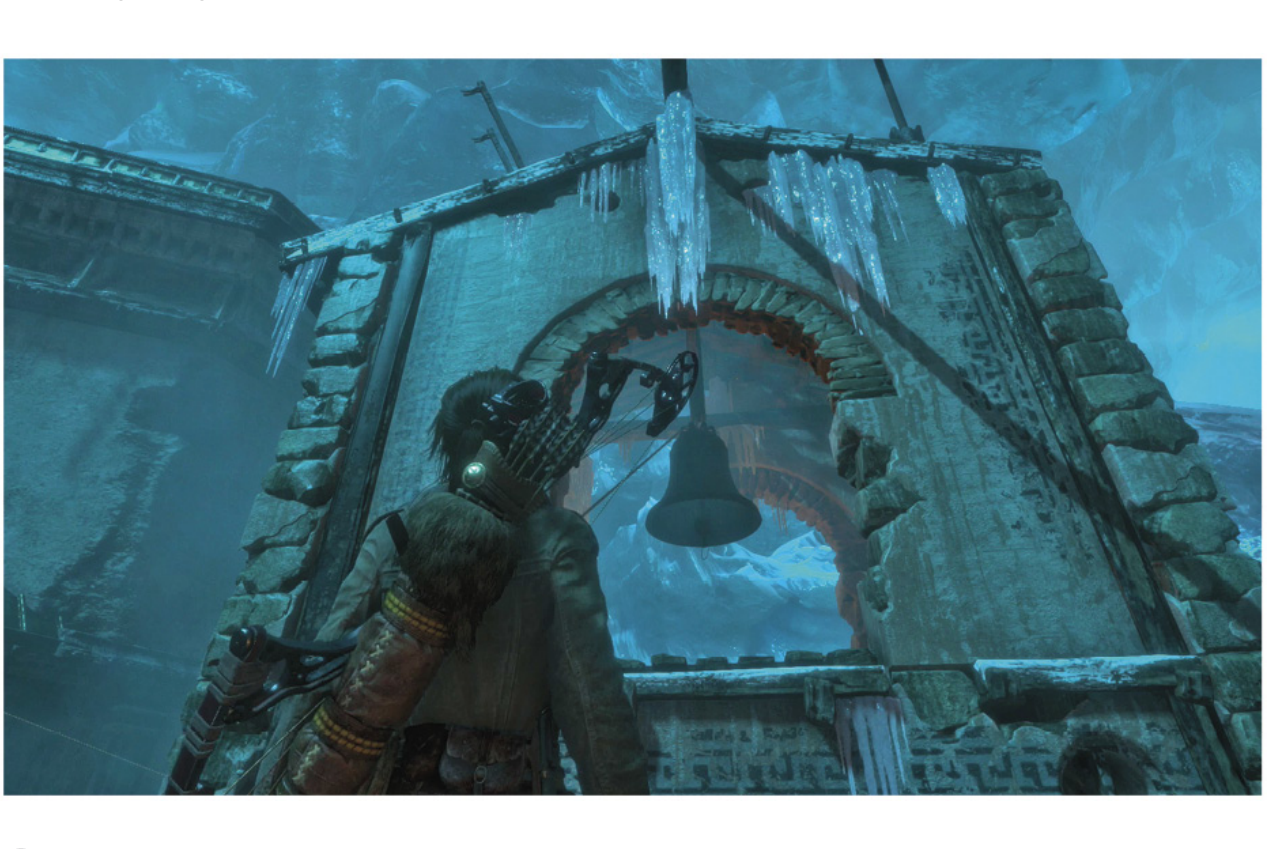
② Find a very tall tower in the northern part of lower city. Climb that to the top and cut down a Bell.



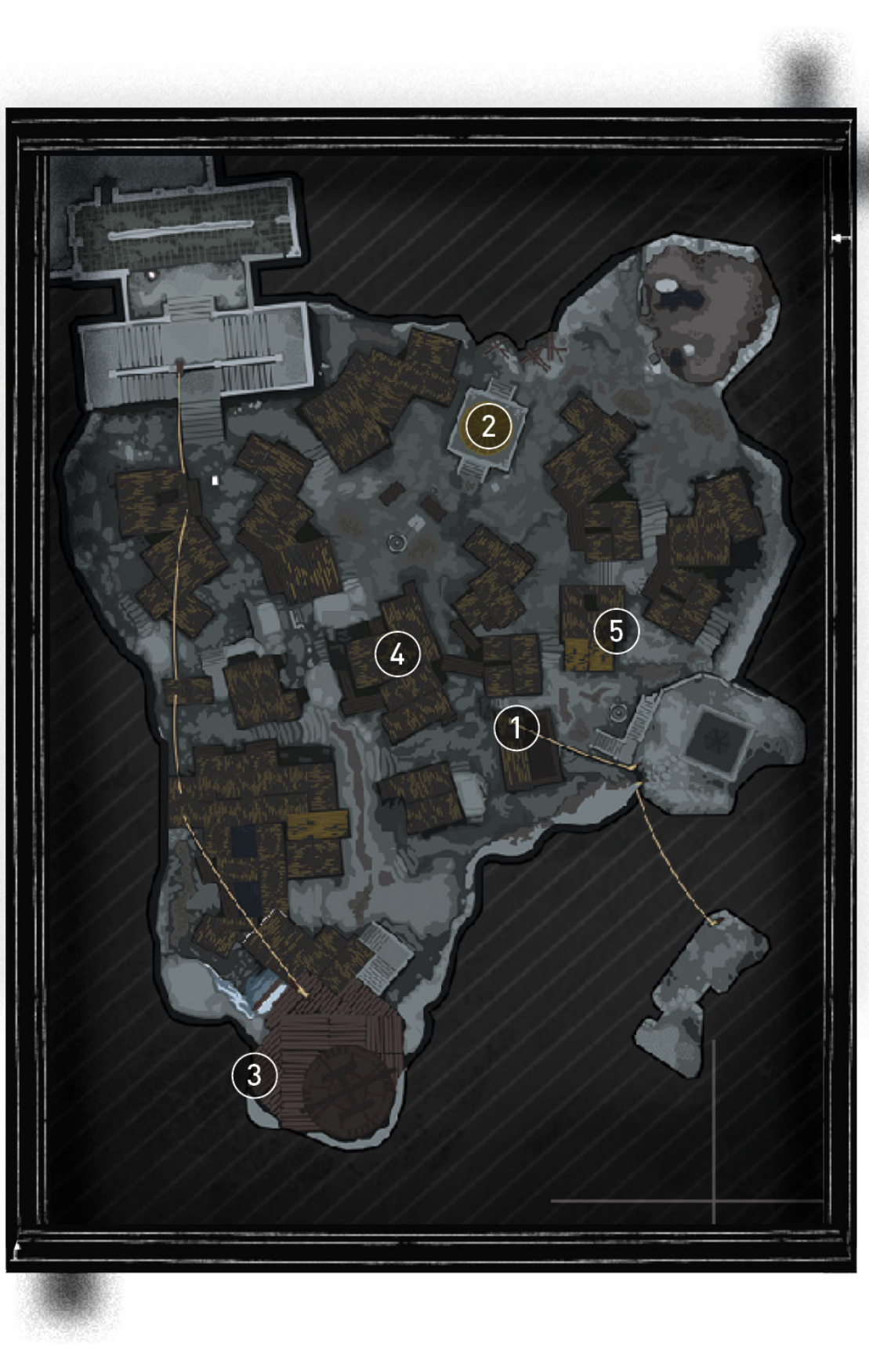
③ Destroy a metal barricade near the southern trebuchet. You can see it while standing on the weapon's actual platform; just look to the west. Inside the small area you find a Bell.



④ Get onto the rooftops in the center of the lower city. This Bell is on top of a building and can be seen from far away if you're up high enough.

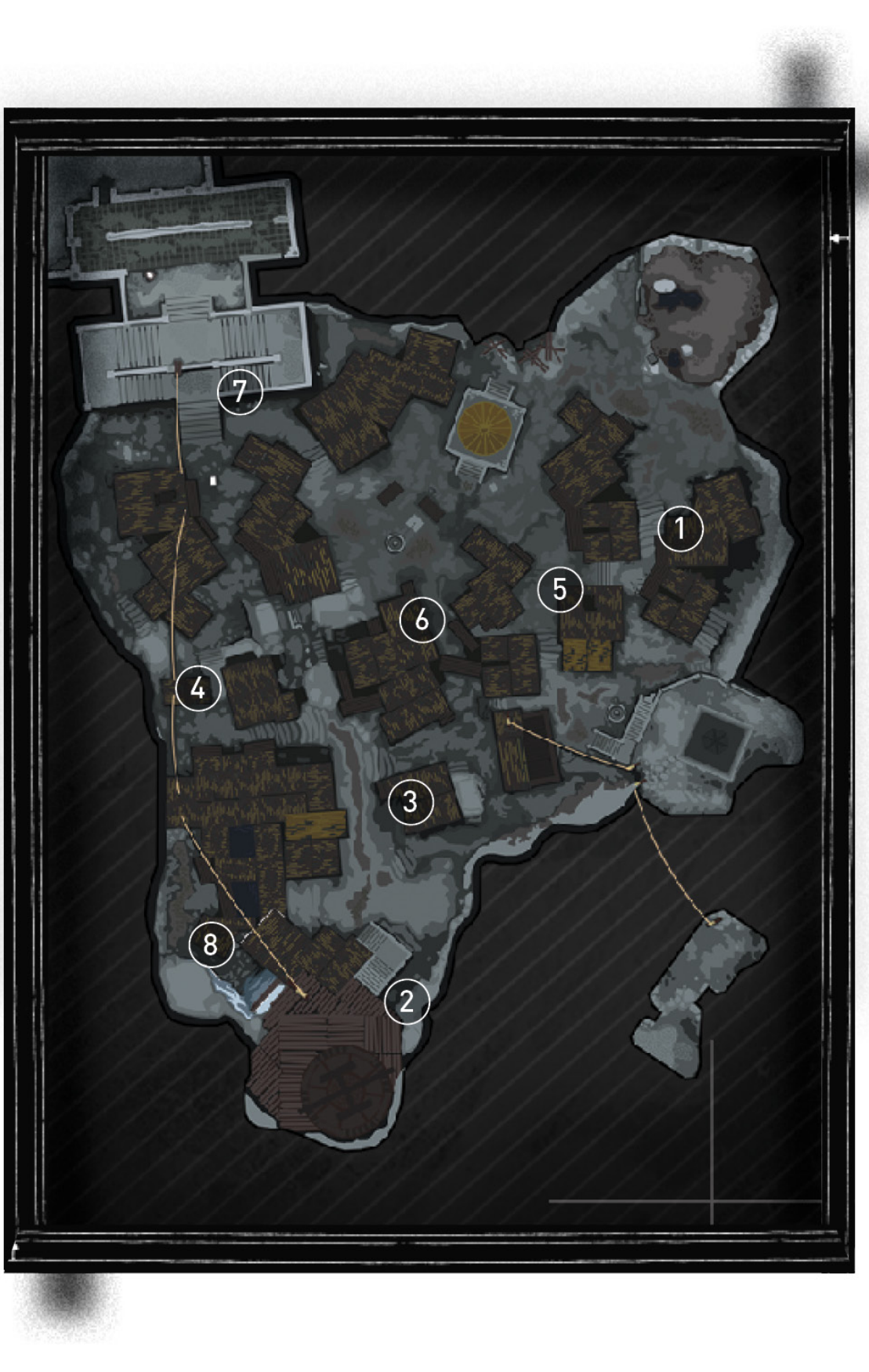


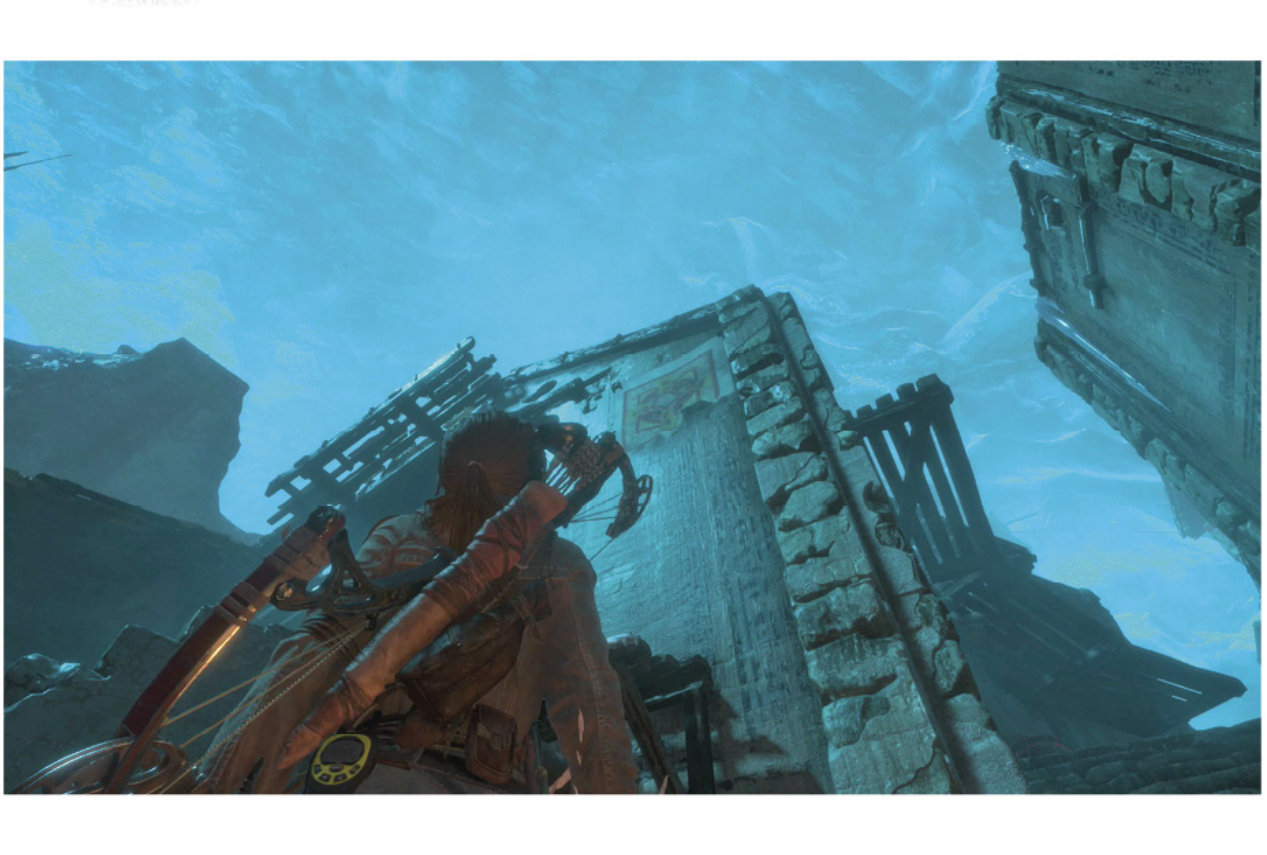
⑤ The last bell is in a small upper floor of a building north of the initial zip lines. Use the rooftops nearby, of lower buildings, to jump into that area and cut down the Bell.



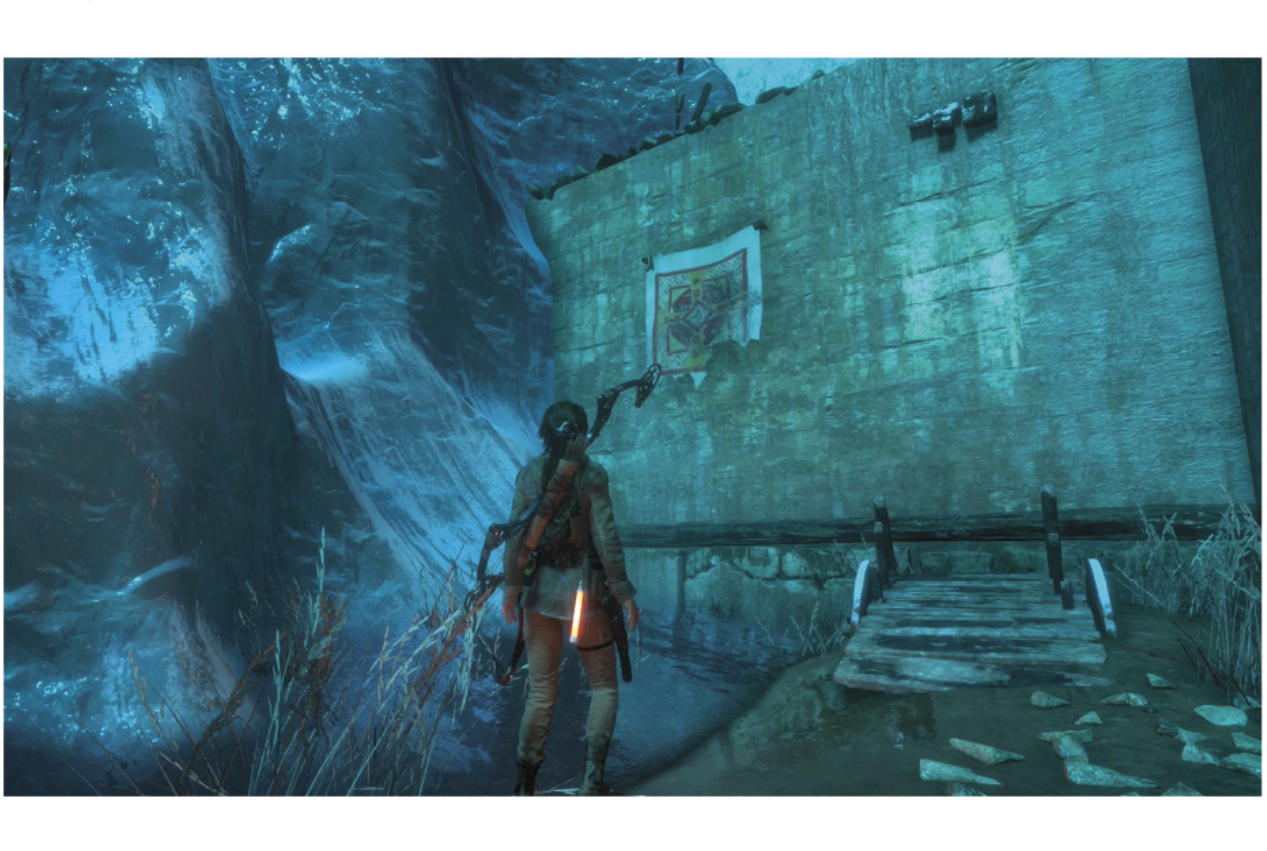
BANNER WARS

Search for eight banners around the lower city. They're attached to walls and are often slightly higher up. Use Fire Arrows to torch them from almost any distance.

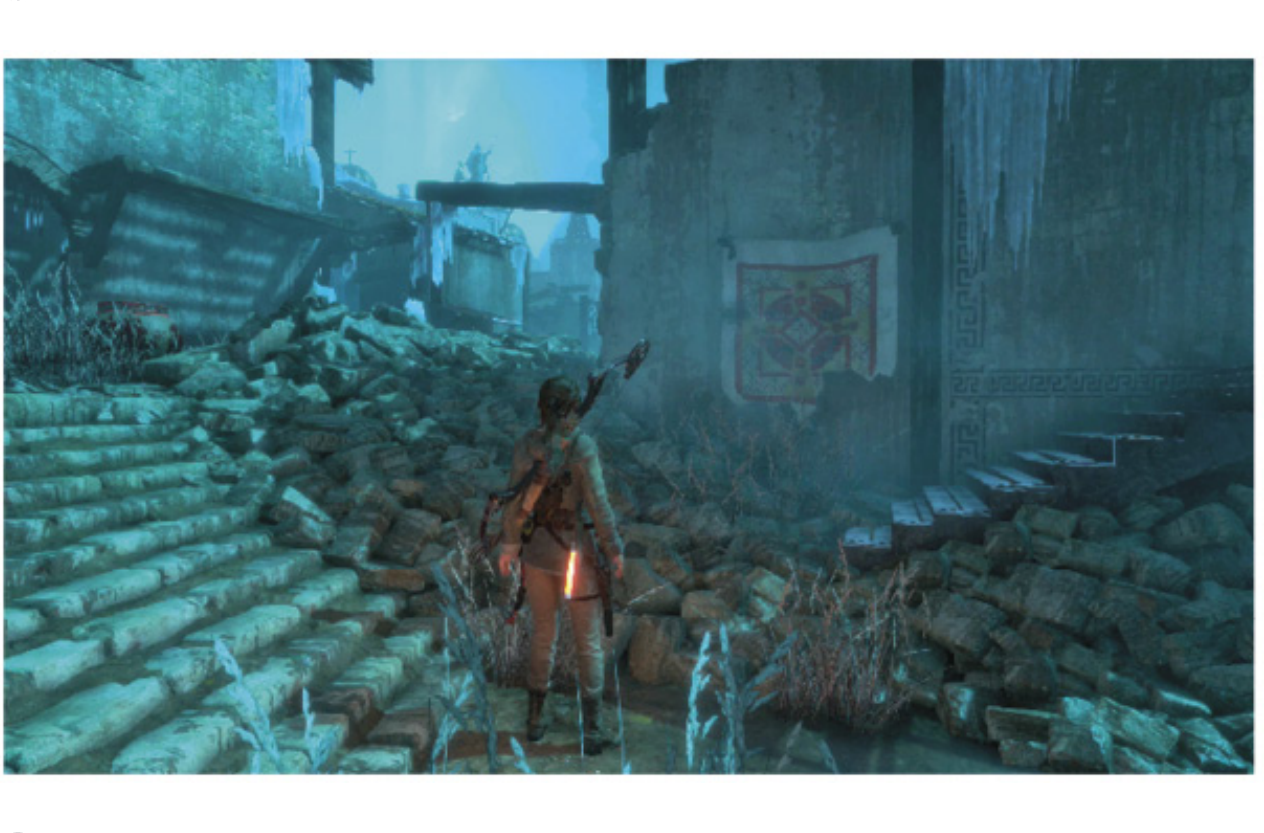




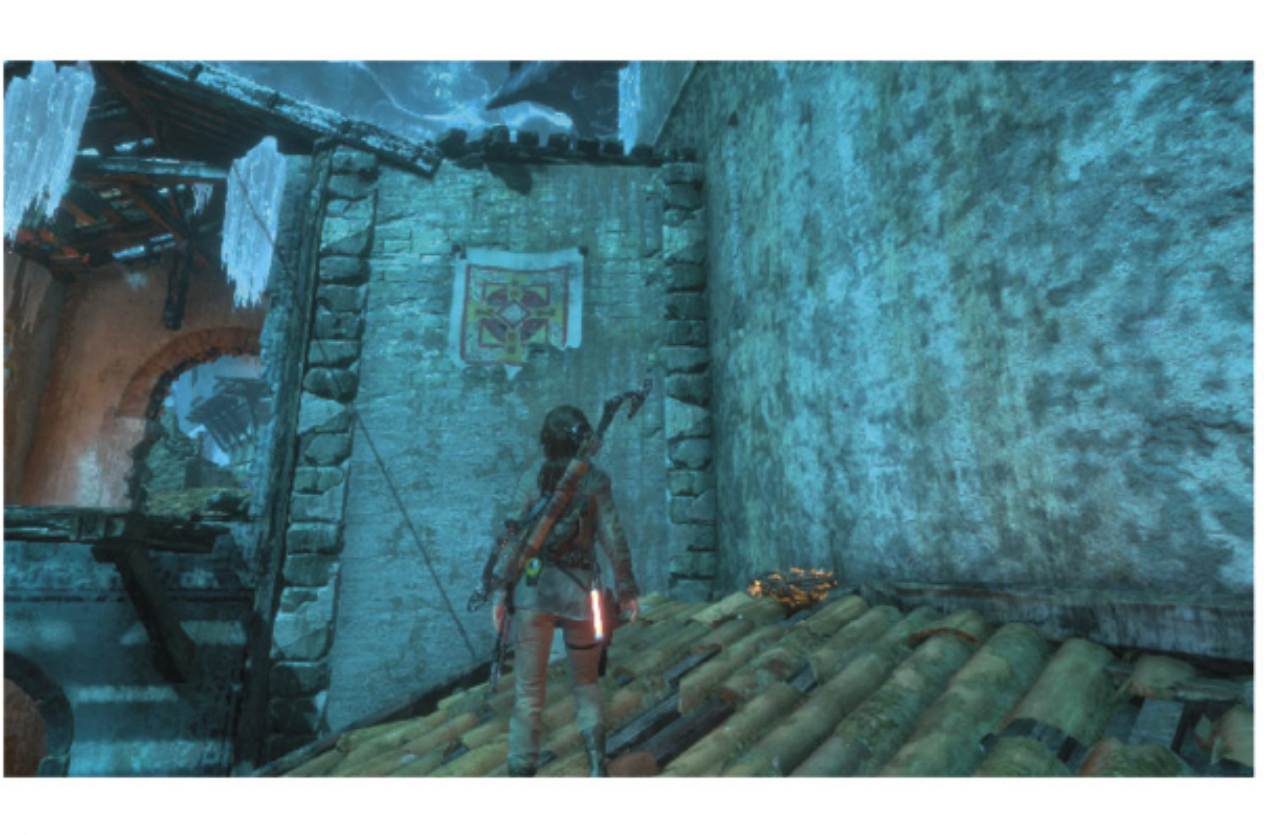
On the eastern side of the lower city, you find a Banner on the n ① orthern wall of a large building (on the outside of the structure).



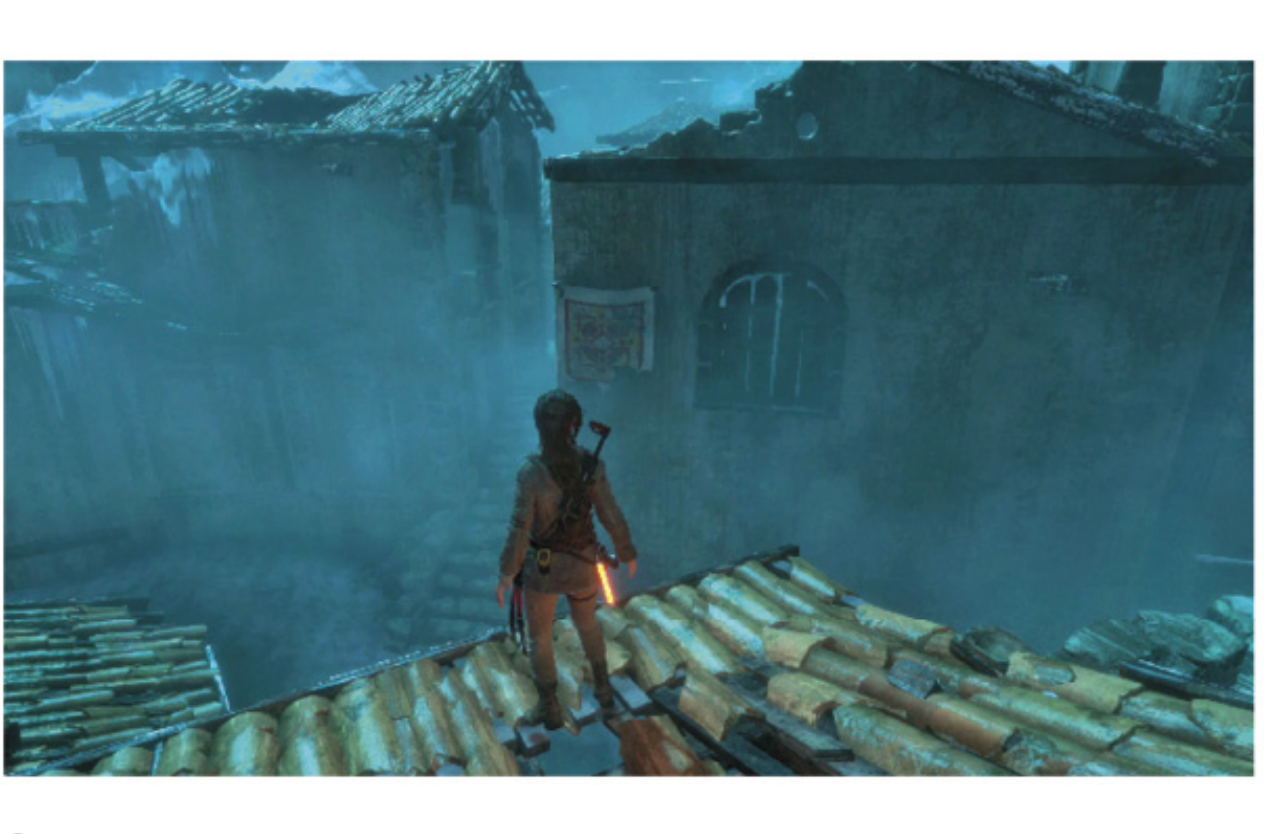
② Look at ground below, near the southern trebuchet. A Banner is hanging on the wall, well above eye level.



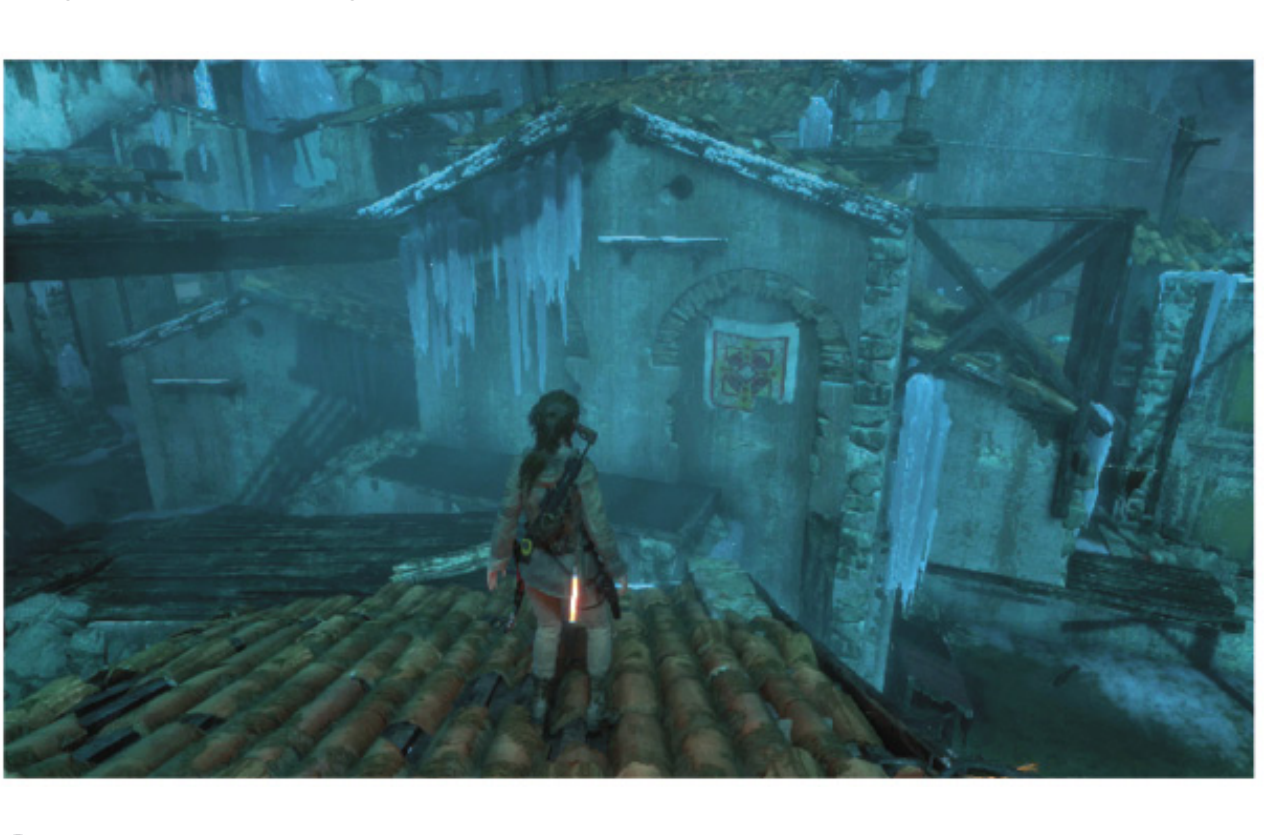
③ This one is also near the southern trebuchet. Walk north toward a nearby building and search its southern facing for the next Banner.



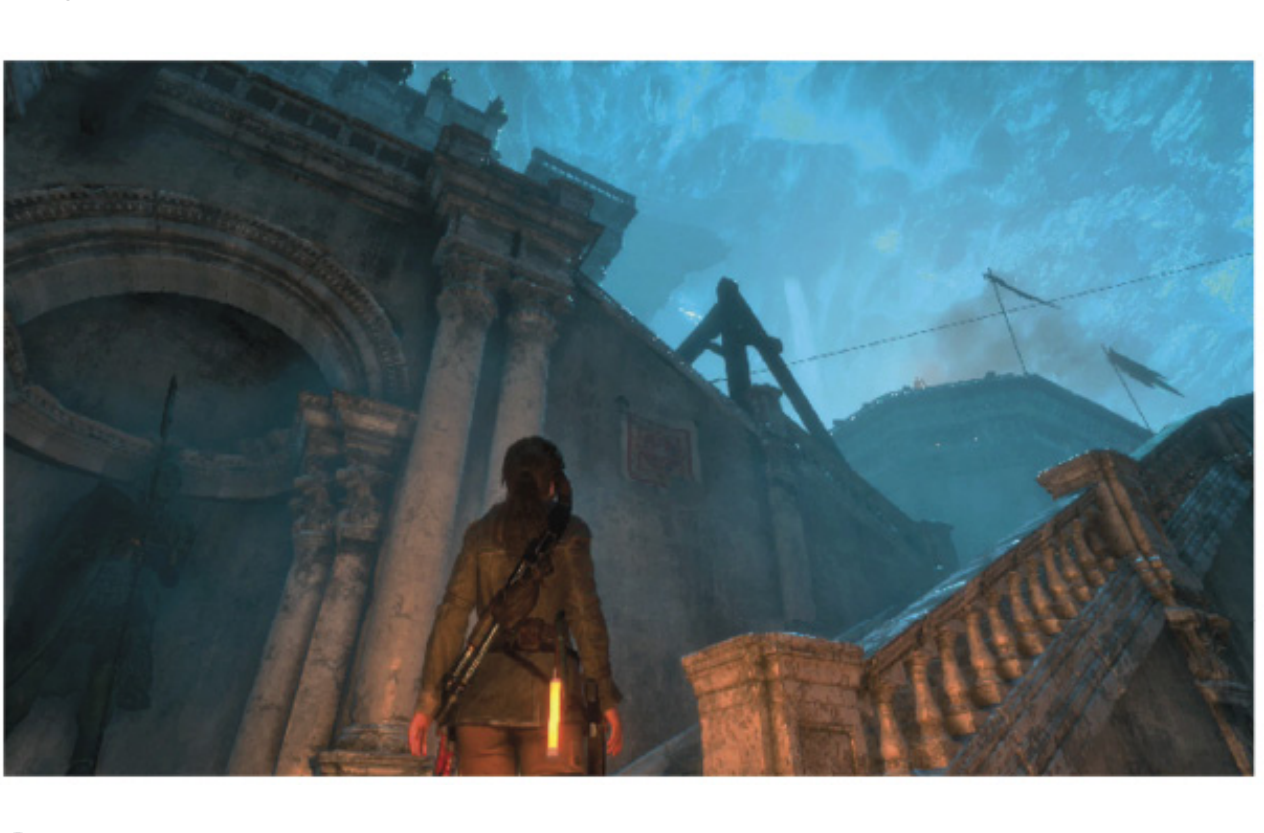
④ Get onto the rooftops along the western edge of the lower city. The northern face of an upper floor has a Banner to burn.



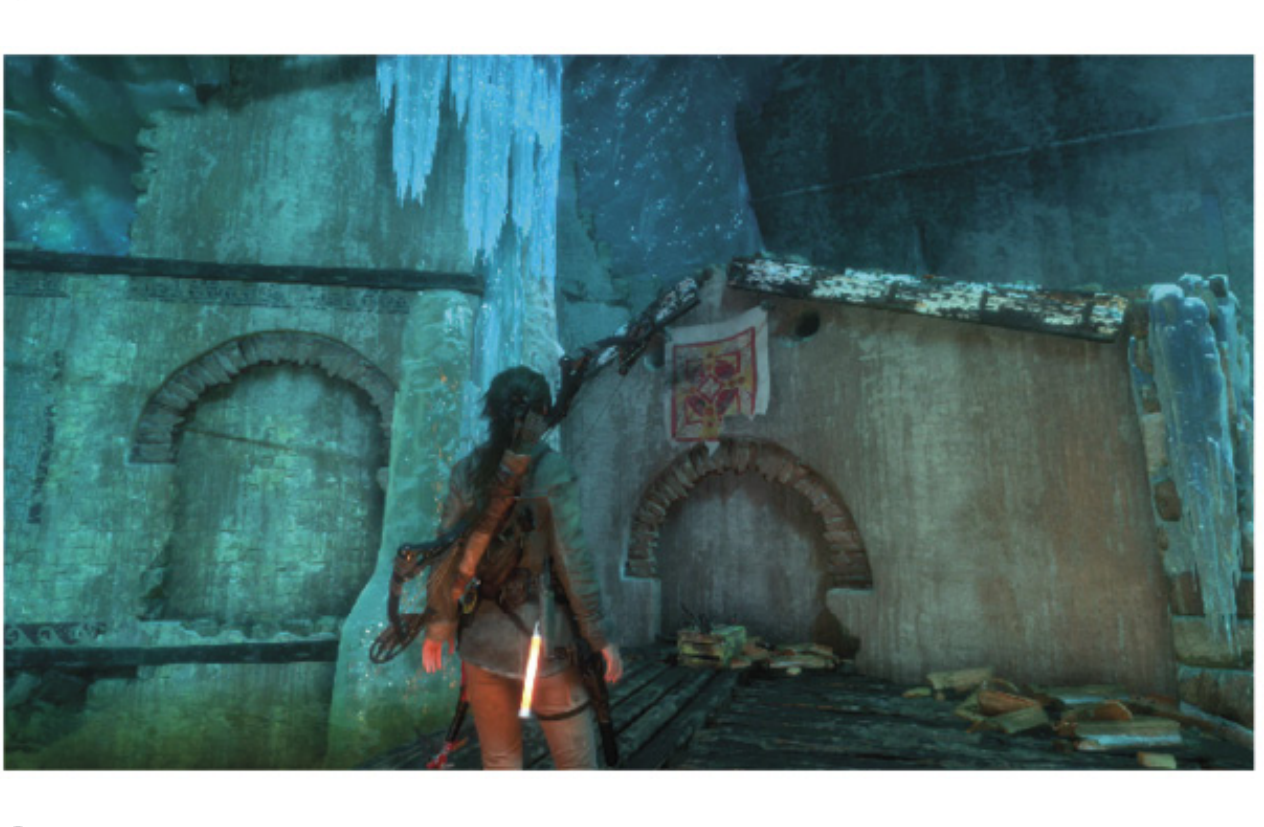
⑤ You can see this Banner from the ground or the rooftops. Go to the middle of the city and look at the western face of the building there until you find this target.



⑥ West from the last Banner, you find another one is almost the exact same position. It's just on the eastern face of buildings one street over.



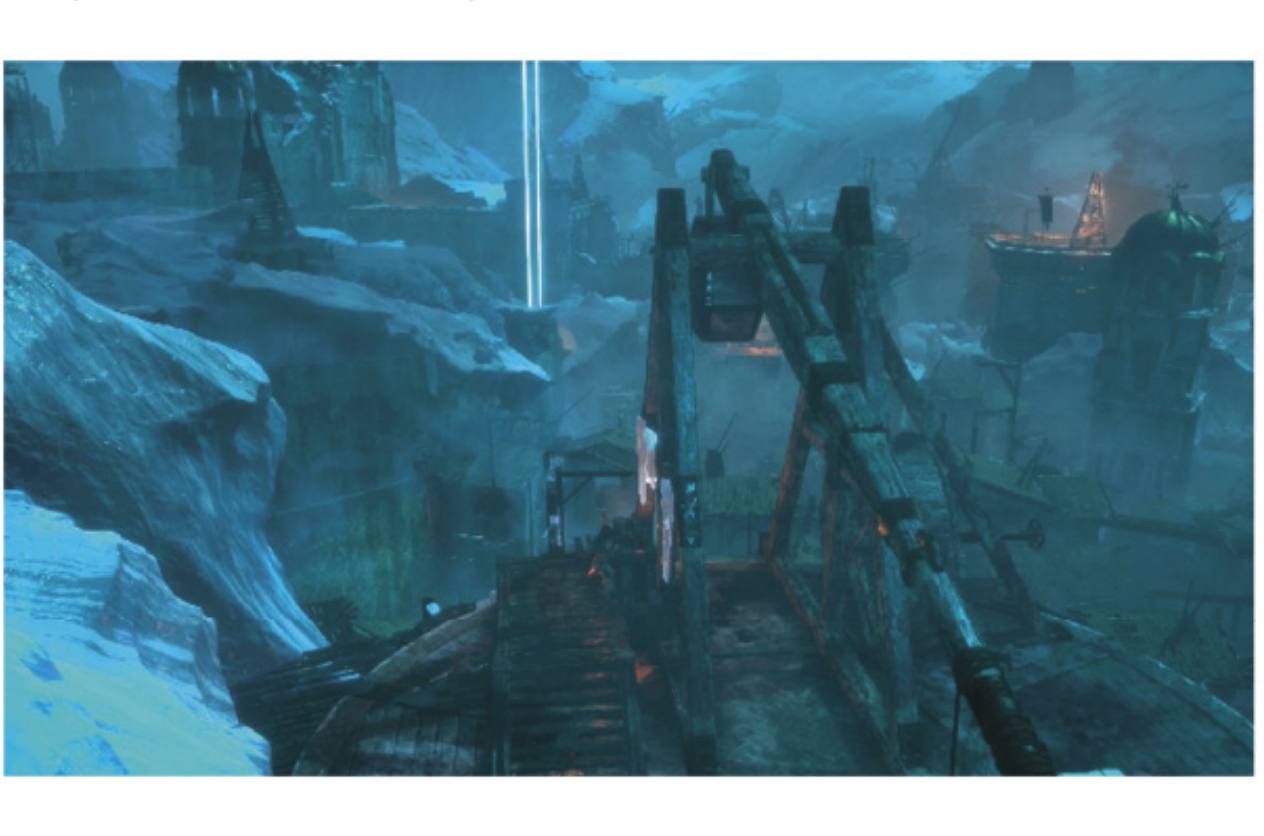
⑦ Go to the base of the northern gate's stairs. Look on the bottom of the walls there for a Banner.



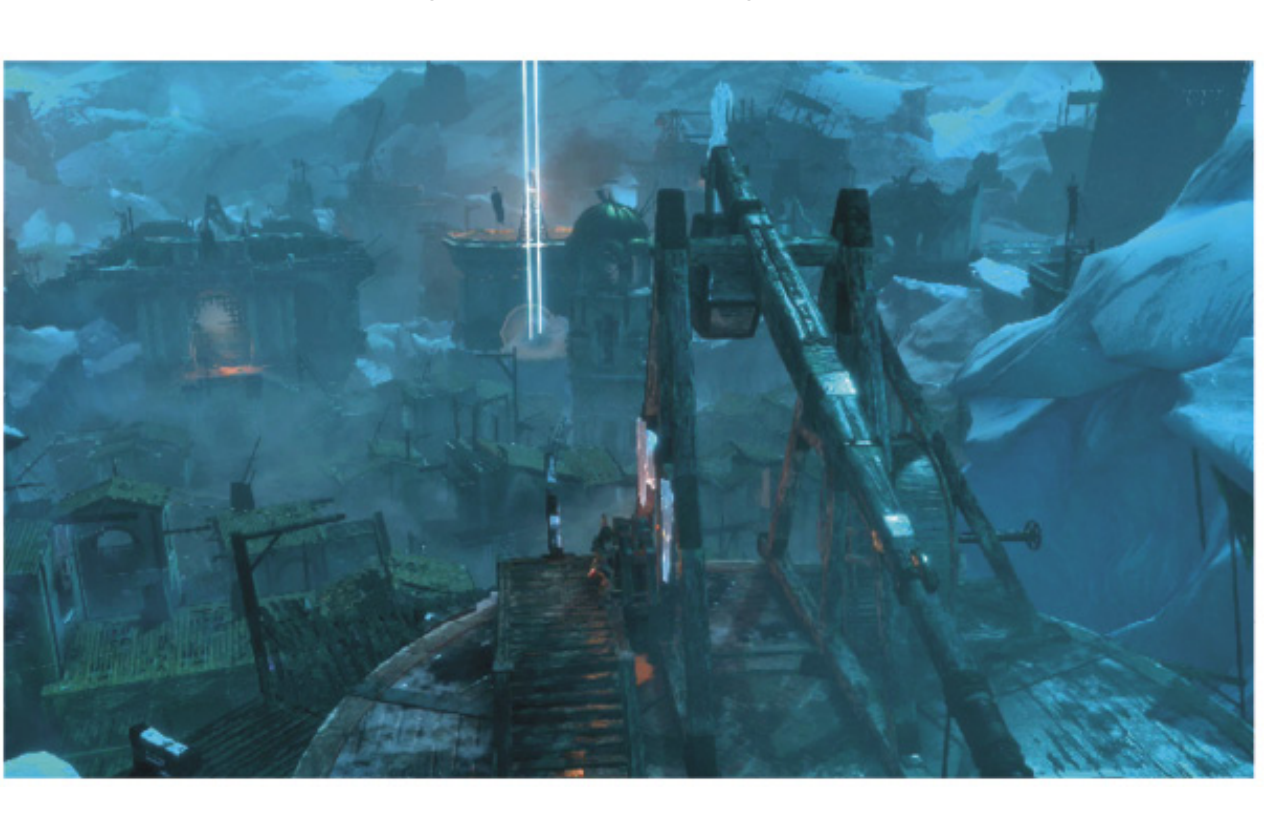
⑧ Go to the western wall of the lower city, not far from the trebuchet. Stand on piers that are on a small stretch of water, and look on the walls close by for the final Banner.

BURN BABY BURN

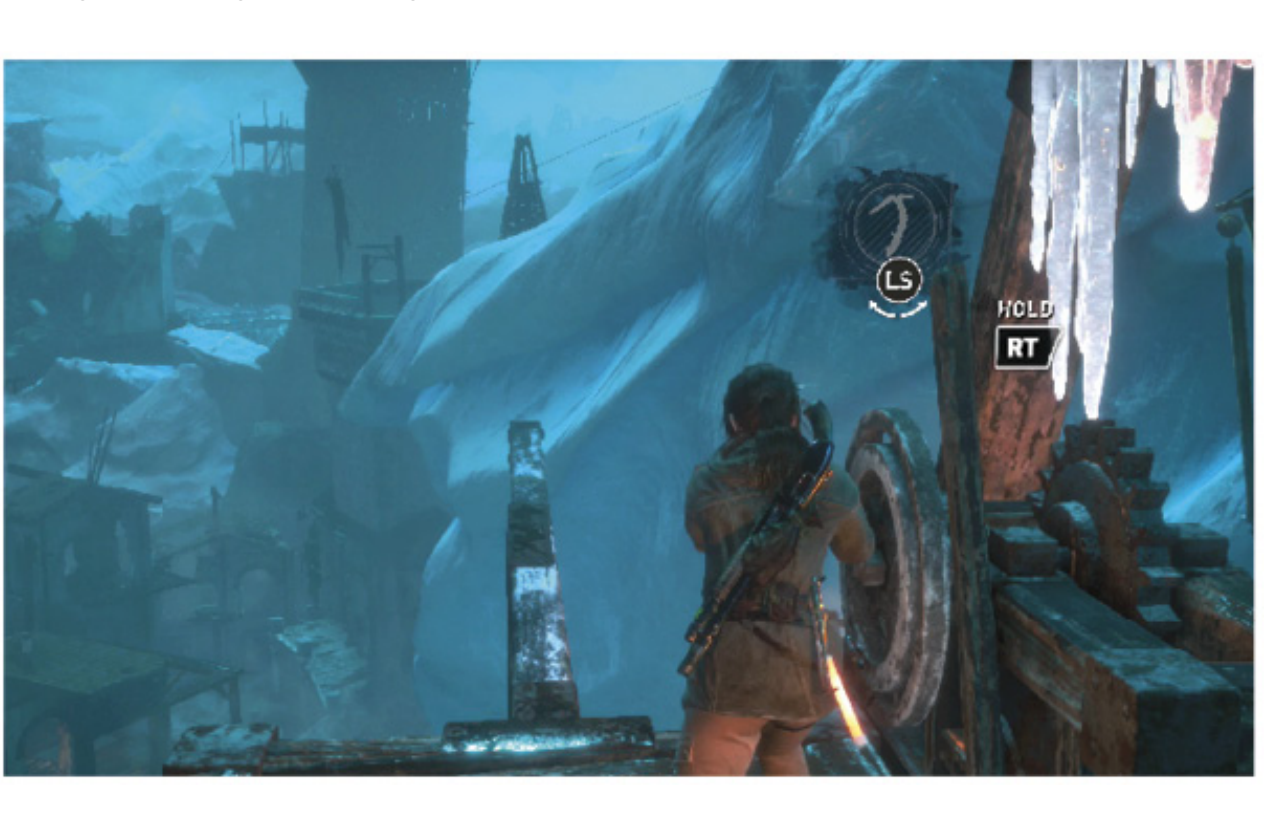
Using Trebuchets, Lara should light five Signal Fires that are high up in the city. They can't be triggered with Fire Arrows, so this Challenge is only doable when you're controlling the trebuchets.



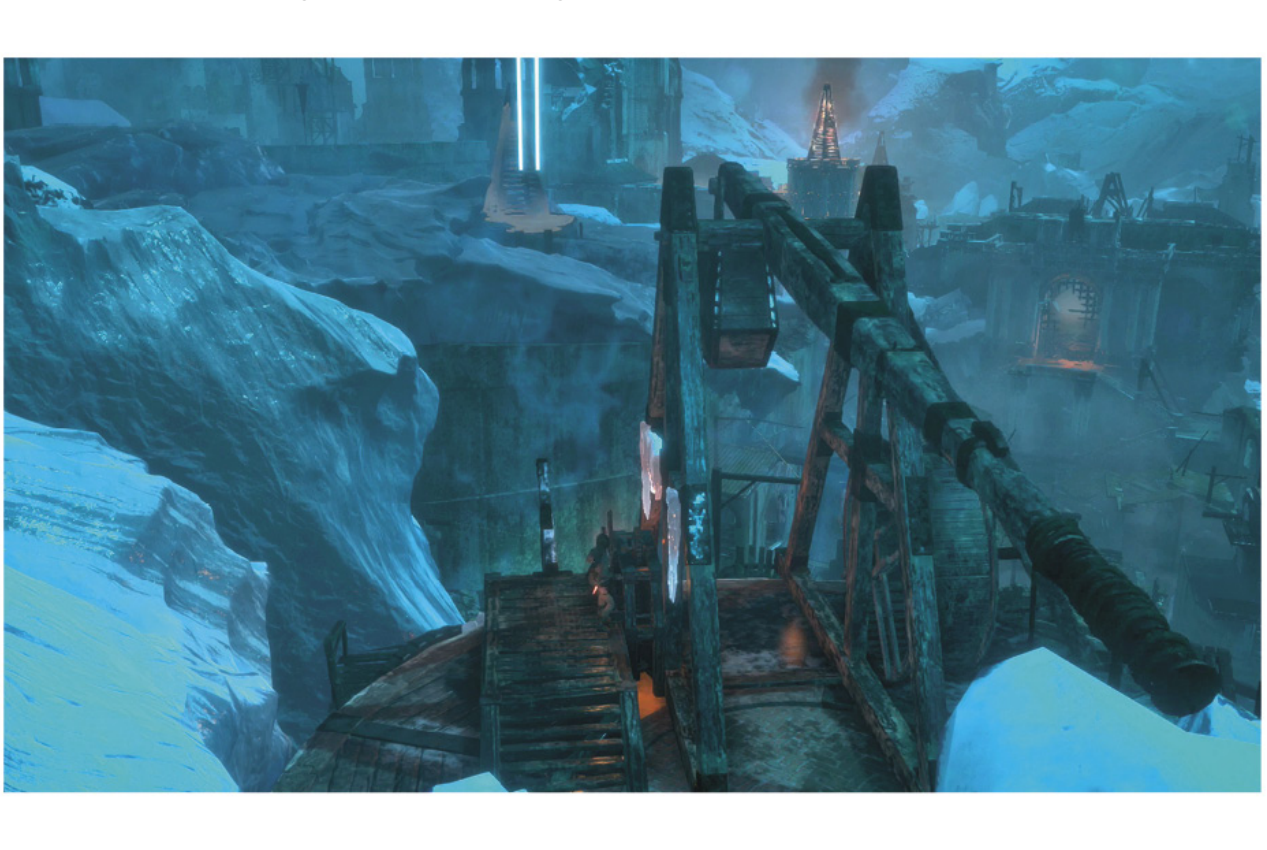
Use the southern trebuchet to shoot at a Signal Fire that is left of the main gate.



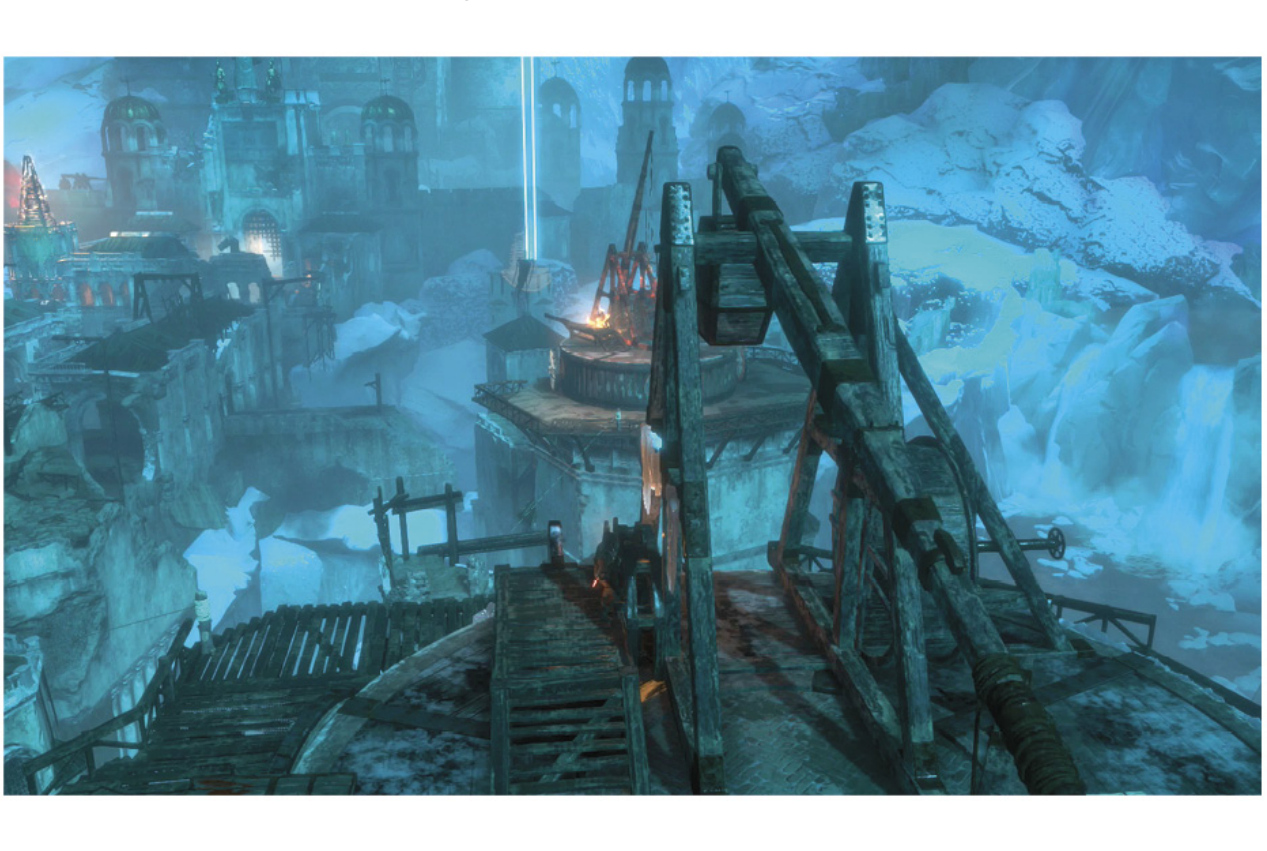
To the right of the main gate is another Signal Fire, still accessible from the southern trebuchet.



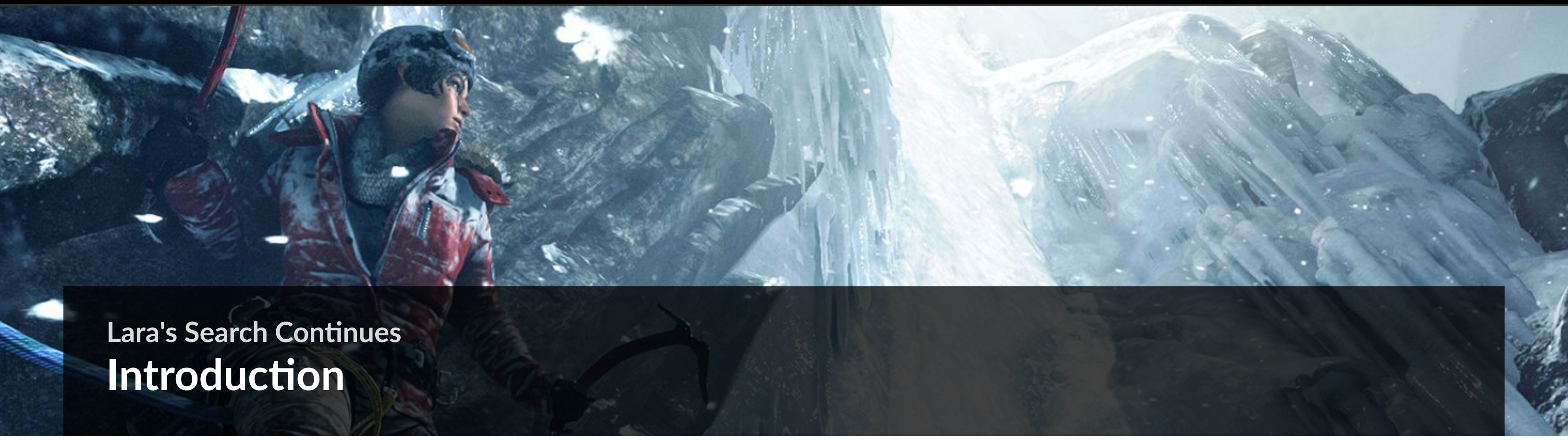
Go almost all the way to the right to destroy the third Signal Fire with the southern trebuchet.



Almost all the way to the left is your fourth target. It's close to the trebuchet, so don't overshoot!

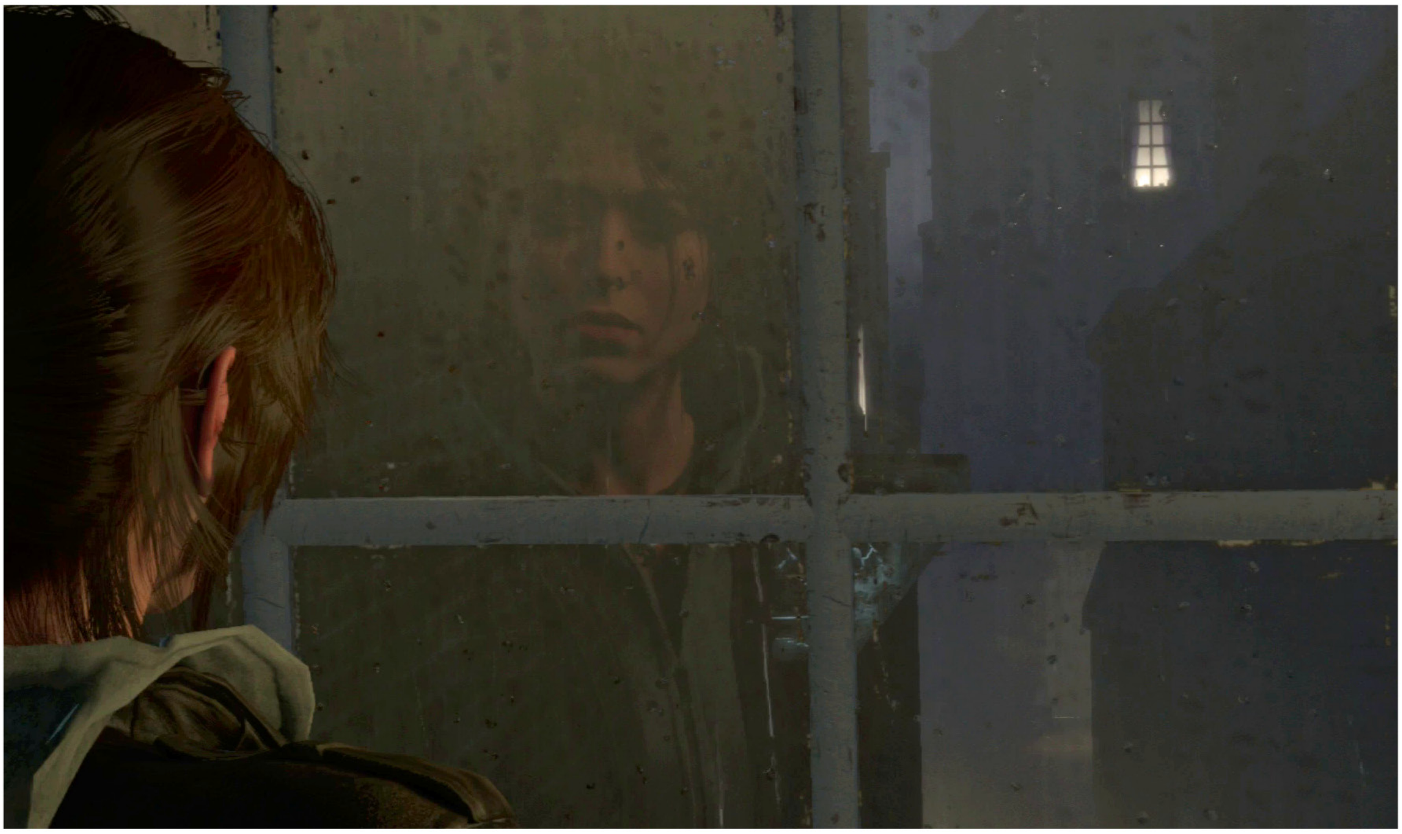


Go to the third trebuchet to get the final Signal Fire. This one is very hard to spot. It's a tiny bit left of the burning trebuchet (number two). This screenshot should help considerably.



Lara's Search Continues

Introduction



Though the events in the Dragon's Triangle are over, Lara Croft still carries a heavy weight. This, combined with her father's legacy, compels Lara to learn more about the things she's seen. What do they mean? Why are they so important? And, was her father right all along? She needs to understand.

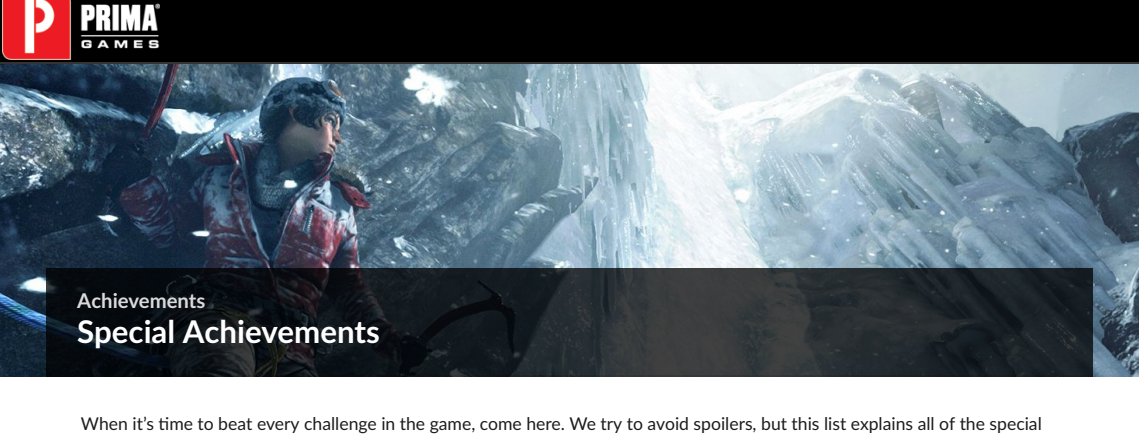
That drives Lara to explore once again, to Syria and even farther afield, into Siberia. She'll see things both wonderful and horrible, but that's something that cannot be avoided. These are the dangers before her.

The document that you have here in your hands is a chronicle of Lara Croft's adventures. We've compiled all of the information about her adventure in Rise of the Tomb Raider, but there are also lengthy pages on Lara's skills, weapons, tools, and the treasures that she finds on her journey. Learn more about her friends and her enemies, and how she is able to defeat dangerous opponents under even the worst circumstances.

Every single Relic, Document, Mural, Cache, Codex, and Sarcophagus is revealed in our manuscript. You can get 100% completion without doing any more scavenging and scouring than you want! Tips for even the highest difficulty modes are included, in case you want to take on the most brutal challenges, and we include information on all of the Achievements and Expeditions too.

The only thing not included here are spoilers. Whenever possible, we've done our best to keep descriptions vague on the events of the game while detailing how you proceed. What's a good adventure without a few twists and turns, right?

String your bow and let's get started. It's time to hunt.



Achievements

Special Achievements

When it's time to beat every challenge in the game, come here. We try to avoid spoilers, but this list explains all of the special Achievements in this game. By nature, some of that might reveal a few elements of the game to you. Beware!

A HELPING HAND

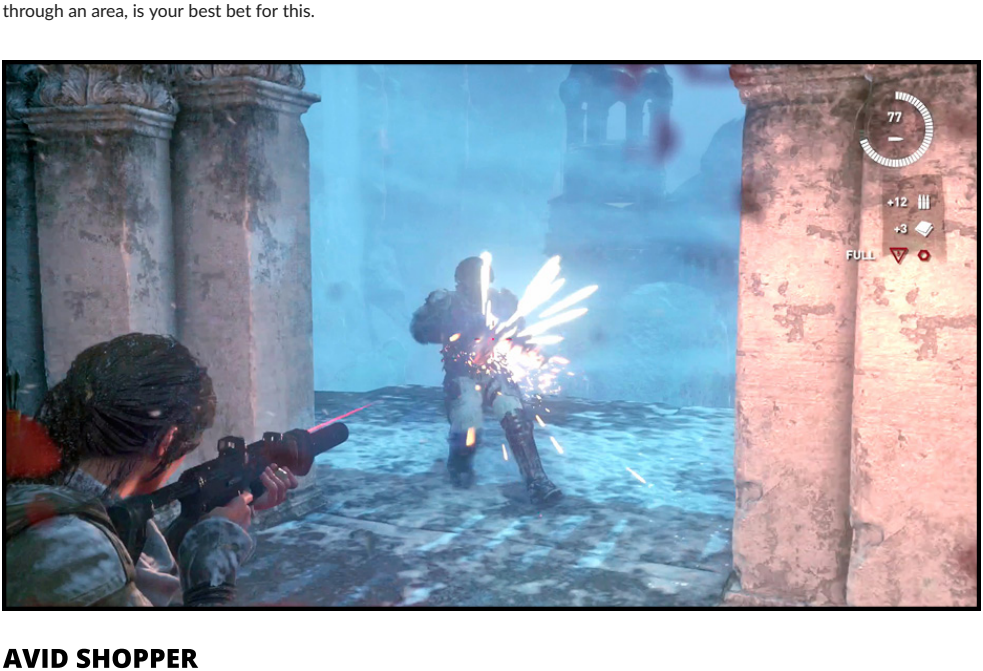
Defend the Remnants from the Trinity invasion: 15

You get this as part of the main story. There is no way to avoid it, so you get your credit for this just by playing through the game.

A TRUSTY OLD FRIEND

Kill 5 enemies within 10 seconds using any rifle: 10

You need to kill five enemies with any type of Rifle, and you only have ten seconds to do it. The SMG, on a low difficulty run through an area, is your best bet for this.



AVID SHOPPER

Purchase all items from the supply shack: 10

Buy everything from the Supply Shack to get this. You need to have a huge number of Coins, so the only way to snag this is to collect Coins and Coin Caches from everywhere you go. You won't need 100% of the Coins in the game, but you have to be very thorough.

Use the Collecting Treasures chapter as a guide, and go through every single region to loot the Coins you need.

BACON!

Kill a razorback boar using a Molotov cocktail: 10

Use a Molotov Cocktail on a razorback boar. These prey are most often seen in The Lost City, in the lower section of the map. Fry one with a Molotov, and that's all you have to do.

BAR BRAWL

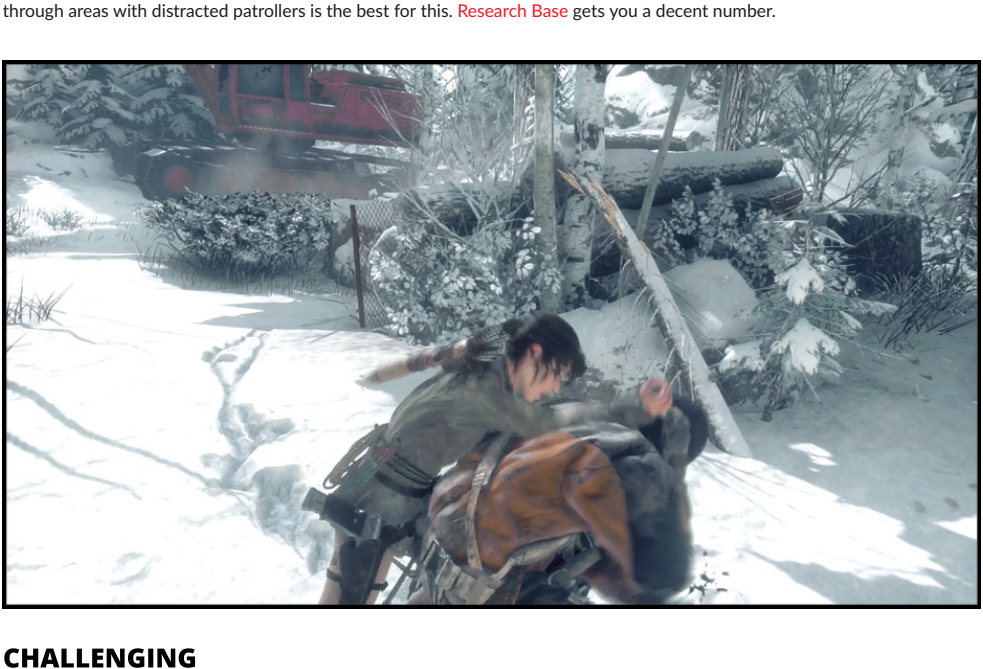
Melee kill an enemy using a bottle: 10

Pick up a Bottle while sneaking into an area. Use a melee attack on a weak Soldier and kill the guy with your Bottle. This is easiest to do on low difficulty runs through the beginning of Soviet Installation. There are Bottles and Soldiers in the front of the area.

BLADE OF JUSTICE

Perform 25 special stealth kills with the knife: 10

This one is a matter of time and playstyle. Make sure to sneak up behind targets to kill them with lethal Takedowns. Going through areas with distracted patrollers is the best for this. Research Base gets you a decent number.



CHALLENGING

Complete any Challenge Tomb: 10

This one is a cinch. As soon as you get to Glacial Cavern you can run through that Challenge Tomb and complete it to receive this reward. We have a full writeup for all Tombs, so the puzzles won't be a problem.

CHEMICAL WARFARE

Kill 5 enemies with one Poison Arrow: 15

You need a very thick group of attackers to get credit for this. The lethality of the Arrows isn't an issue, so clumping the targets is the tough part. Some of the larger wolf caves have quite a few enemies, and all of them are melee attackers (obviously). That forces them to come to you. Get into a narrow corridor, let them approach, and then unleash your Poison Arrow to get the massive killchain going.

COMPULSIVE

Complete every Challenge: 25

Wait until the end of the game, unless you really are feeling compulsive, and then go back through each region while collecting missing treasures and finishing Challenges. This one takes a lot of time, but it isn't hard.

CRAFTSWOMAN

Craft 5 pieces of Equipment: 10

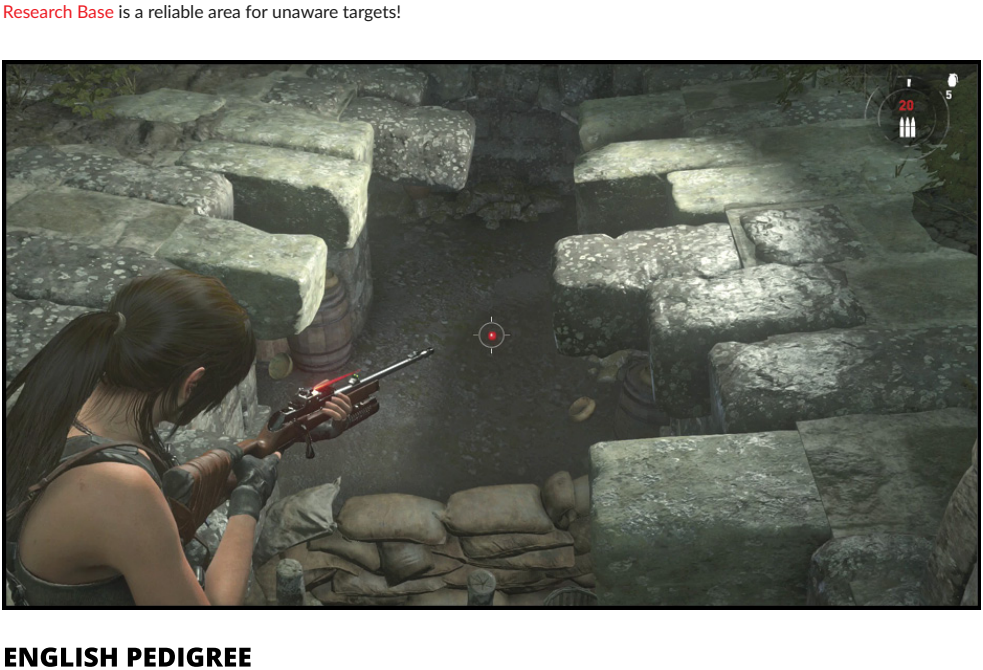
Craft five pieces of equipment to get credit for this. That's a breeze! Make sure to collect crafting items wherever you go, which allows you to get this done much sooner.

DEAD RINGER

Get 25 headshots using the Bolt-Action Rifle: 10

Switch to the Bolt-Action Rifle once you get it, and start working on this. The accuracy of the weapon ensures that it's great for scoring headshots against unaware enemies or targets that are trying to stay behind cover. Make sure to upgrade the weapon to make this an even more enjoyable process.

Research Base is a reliable area for unaware targets!



ENGLISH PEDIGREE

Headshot an enemy with an arrow from a distanc e beyond 25m : 15

Getting a headshot with your Bow at a range greater than 25 meters is a matter of skill more than knowing a specific location. You can often find enemies and then back away to line up the long-range shot. Always go for unaware targets to keep this from being a frustrating challenge.

FALL GUYS

Kill 5 enemies by shooting them in the leg: 10

Use your Shotgun to ensure that this is fast and easy.

FEARLESS

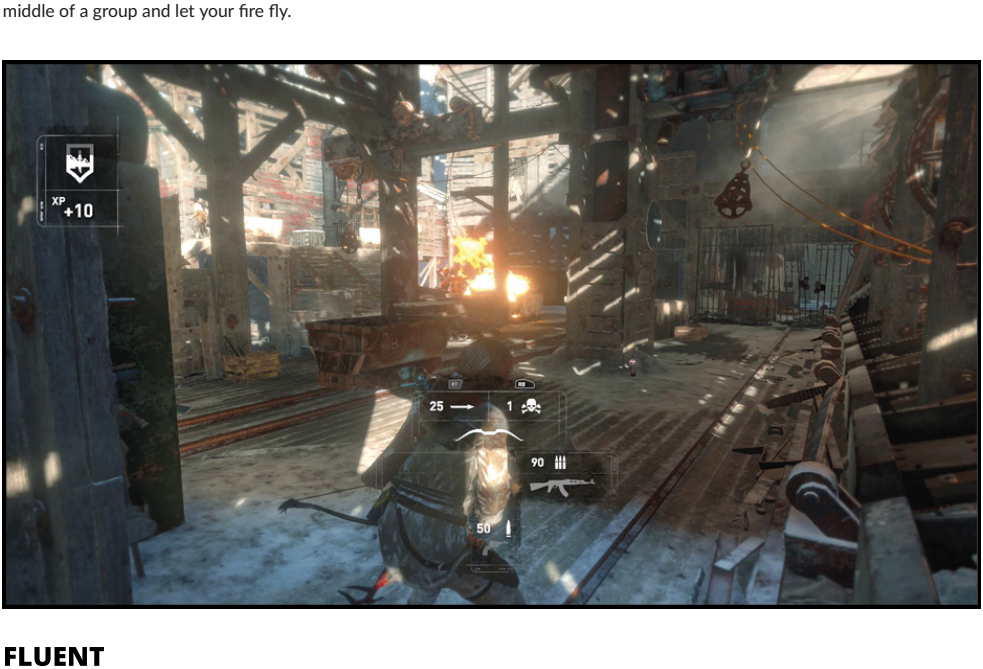
Defeat a Deathless Swordsman using only melee attacks anda finisher: 15

As soon as you reach the Path of the Deathless this is doable. Kill all of your targets except for a Swordsman and then go to town with melee attacks.

FIRESTARTER

Defeat 2 enemies or more using a single Molotov Cocktail: 5

Make Molotov Cocktails and try to splatter an entire group with one of them. If you're lucky, you can get this done in the actual room where you learn how to craft Molotovs (in the copper mill of the Soviet Installation map). Aim the Molotov into the middle of a group and let your fire fly.



FLUENT

Reach max proficiency in any language: 10

Collect all of the Relics and Documents that you find, and scour the maps for the ones that you miss. This is another slow but simple reward to earn.

FOLLOWING IN FATHER'S FOOTSTEPS

Enter the Syrian tomb of the Lost Prophet: 10

You get this early in the game as part of the story.

FOR MY NEXT TRICK...

Dive into a well: 15

Now we're dealing with something that is easy to miss. Go to Geothermal Valley and look for a broken wall that is northeast of the Valley Farmstead Base Camp. Climb into the building to the east of the wall. Grapple up to a hanging ladder, shoot through a metal barricade, and climb to the top of the building. Cut a rope up there to get rid of a hanging platform, and now you're ready. Dive from the top of the roof down into the well. You can also dive from the chimney of the blacksmith's forge or from the awning of the house near the man stirring a pot.

GILDED

Complete a level in Score Attack with a gold score: 10

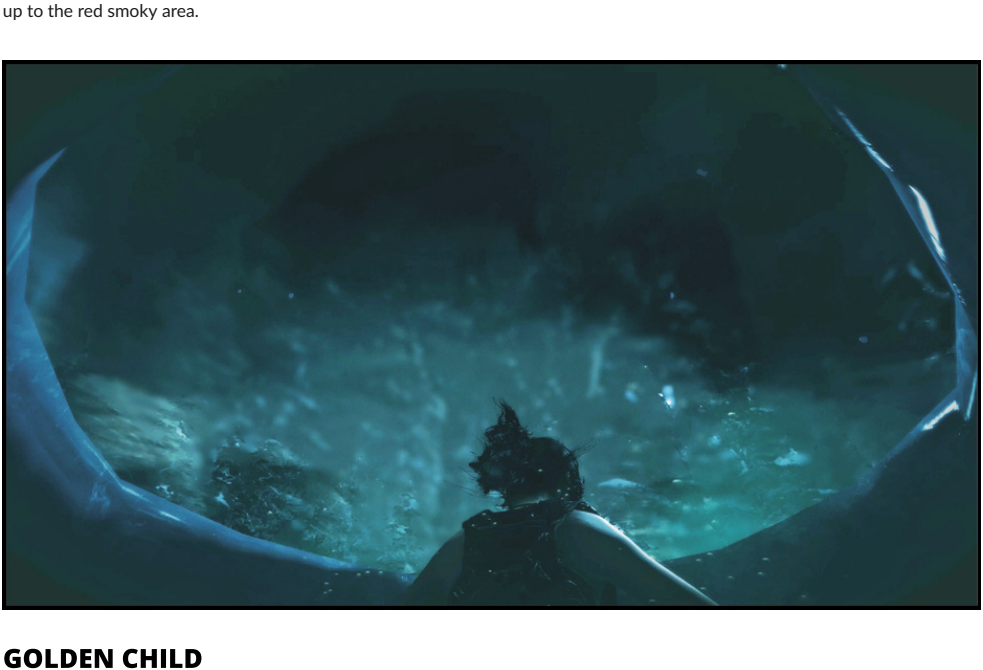
Get a collection of Cards that you're good at dealing with so that you can beat a Score Attack level and get huge bonuses out of it. Practice your favorite level to master the timings, and grab this as your prize when you succeed.

To make this easier, practice one of the shorter levels so that you can try multiple times really quickly.

GLUB GLUB GLUB

Drown 3 enemies using a water finisher: 10

There are several enemies that are set up for water Takedowns throughout the game. You meet the first near the end of Geothermal Valley. If you're not content to wait for more of them, repeat this area in Score Attack. Other easy targets are in Research Base, at the lake. There is also another opportunity in Research Base when you are about to finish the level and come up to the red smoky area.



GOLDEN CHILD

Complete every level in Score Attack with a gold score: 25

This title takes a very long time to complete. You have to beat the game to unlock all areas within the Expeditions Menu, and then get a gold star on all of them. There's no easy way to get this done; it takes time and practice.

GOOD SAMARITAN

Complete 3 Missions: 10

You can do this in Soviet Installation or Geothermal Valley. All of them are explained in Collecting Treasures, and the rewards are very good even on their own.

HUNTRESS

Kill 50 animals while wearing the Huntress outfit: 10

There are a few steps to this title. You have to kill 50 animals while wearing the Huntress outfit. Get that by running the Hearty Meal Mission for a woman in the southern portion of Geothermal Valley. She has you complete Surveillance Disruption first, and then you get Hearty Meal.

Get your new outfit, put it on, and then hunt animals for a very long time. Areas with birds and other small targets are ideal because you can bring them down faster and find them in larger groups. The lumber mill, in Soviet Installation, and all of the wilderness areas of Geothermal Valley are great for completing this.

IRON WILL

Complete a level in Score Attack using 5 cards: 10

No problem! Leave the difficulty on an easy setting to make the process as simple as possible, and choose Cards that aren't too troublesome for you.

KEEN EYE

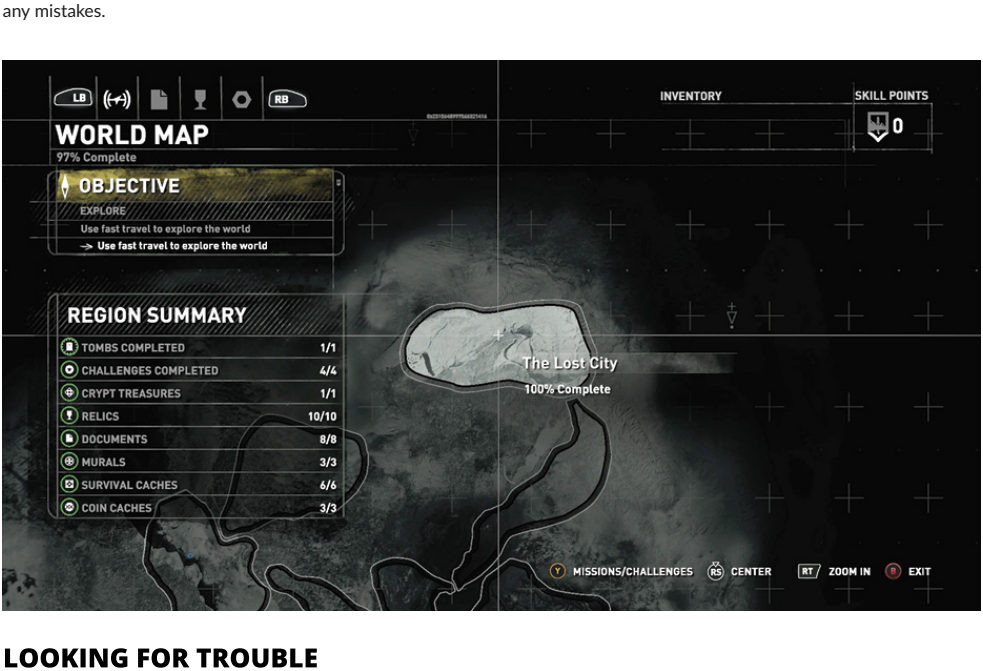
Unearth 40 Survival Caches: 15

Unearth 40 Survival Caches by looking at our maps and getting everything you can while searching through each region.

LAYING DOWN THE LAW

Kill 6 enemies with the Revolver without reloading: 15

Upgrade your Revolver as much as possible and equip it. Make an Expedition on low difficulty, and slowly line up headshots for every kill. Stealth runs are the best, so Research Base is pretty nice. But this can be accomplished on almost any level as long as you are very careful with your shot placement. Take one shot at each person's head, and keep repeating your setup if you make any mistakes.



WORLD MAP
97% Complete

OBJECTIVE
EXPLORE
Use fast travel to explore the world
→ Use fast travel to explore the world

REGION SUMMARY

TOMBS COMPLETED	1/1
CHALLENGES COMPLETED	4/4
CRYPT TREASURES	1/1
RELICS	10/10
DOCUMENTS	8/8
MURALS	3/3
SURVIVAL CACHES	6/6
COIN CACHES	3/3

The Lost City
100% Complete

LOOKING FOR TROUBLE

Complete 5 Challenges: 10

You can get this done by the end of Soviet Installation, if you're really motivated. Either way, this is another reward for thorough play, rather than skill.

MASTER FLETCHER

Craft 25 of each special arrow type (Fire, Grenade, Poison): 10

Earning this is a matter of time, because these weapons are useful almost everywhere you go. This Achievement is just a good excuse to use specialty Arrows even more often!

MY OWN WORST ENEMY

Complete a level in Score Attack with a card bonus of 200% or more: 10

As with a couple of other Card Achievements, make sure to try this one on your favorite, short level. Line up a Card bonus of 200% or more, and play until you win. Simple, but brutal.

NO GUTS, NO GLORY

Perform a 2.5 second or longer swan dive: 15

A platform above the waterfall in northwestern Geothermal Valley is a wonderful spot for this.

NO STONE LEFT UNTURNED

Achieve 100% game completion: 40

You need 100% game completion to get this one. Beat the game, use our maps and Collecting Treasures chapter to find all of the hidden items, and then you're good to go. This takes at least as long as beating the entire story, but you get special skills, fun equipment upgrades, and additional Achievements along the way.

ONE-SIDED CONVERSATION

Stealth kill an enemy while they are having a conversation: 10

Research Base and Geothermal Valley both have multiple locations where Trinity people are talking to each other. That gives you plenty of chances to sneak up and assassinate one while they're in the middle of things. Come from an angle that can't be seen by either of the conversing people. Stealth skills allow you to do this and continue sneaking for additional kills; that's always nice.

PAYING RESPECTS

Attend a funeral: 10

Right after entering Geothermal Valley, after exiting the Flooded Archives, take the path up toward the Orrery, but don't enter. Continue down the hill toward the village and make the first left to find a funeral in progress.

QUICK AND PAINLESS

Shoot 15 deer in the heart: 10

Get this by shooting 15 deer in their hearts. You won't be able to accomplish this early on. Instead, you need to find Aquifer Cavern, complete it, and read its Codex to learn Anatomical Knowledge. This changes your hunting abilities and makes it possible to see into the hearts of your prey. Take careful Bow shots to score instant, humane kills. Hunt in Soviet Installation to find many groups of deer to speed up the process.

QUIET TIME

Find the best seat in the house: 5

Head into Geothermal Valley and look for the herbalist who lives near Ruins Encampment. She's in a stone building higher on the hill. Across from her is a Mural. Look for a chair on a piece of broken wall. Sit in it to get Quiet Time.

QUITE A TUMBLE

Survive the avalanche: 10

You get this early in the game, as part of the story.

QUITE THE COLLECTOR

Collect 150 Cards: 10

Go into Expeditions with gusto and play as much as you can. Your collection of Cards should grow very quickly!

RAPID RECOVERY

Heal yourself in combat 3 times: 5

Use the left bumper during combat to heal yourself. This requires Herbs and Cloth, but they are both found abundantly throughout the world. Lara learns how to heal herself quite early in the game, so this is an easy Achievement to snag.

READING THE PAST

Translate a Monolith: 10

Translate a Monolith by getting enough skill on a language and then using the Monolith to reveal hidden treasures around the region. You're going to get this very early in the game, without any difficulty.

RENEGADE

Melee 5 enemies off a ledge: 10

To assist in this, look for ledges that don't have much line of sight around them. These are your ideal candidates because you can start a fight and then run away. Hide on the ledge, out of sight, and force the enemies to come after you. Once they're close to the edge, charge forward and use melee attacks to knock them back. Don't use any finishers, because that won't get you the kills you're looking for. The Lost City has quite a few deadly drops that are good for this Achievement.

SELF-IMPROVEMENT JUNKIE

Purchase all skills in a single category: 10

Use your points to get everything from a single category of skills.

SIBERIAN RANGER

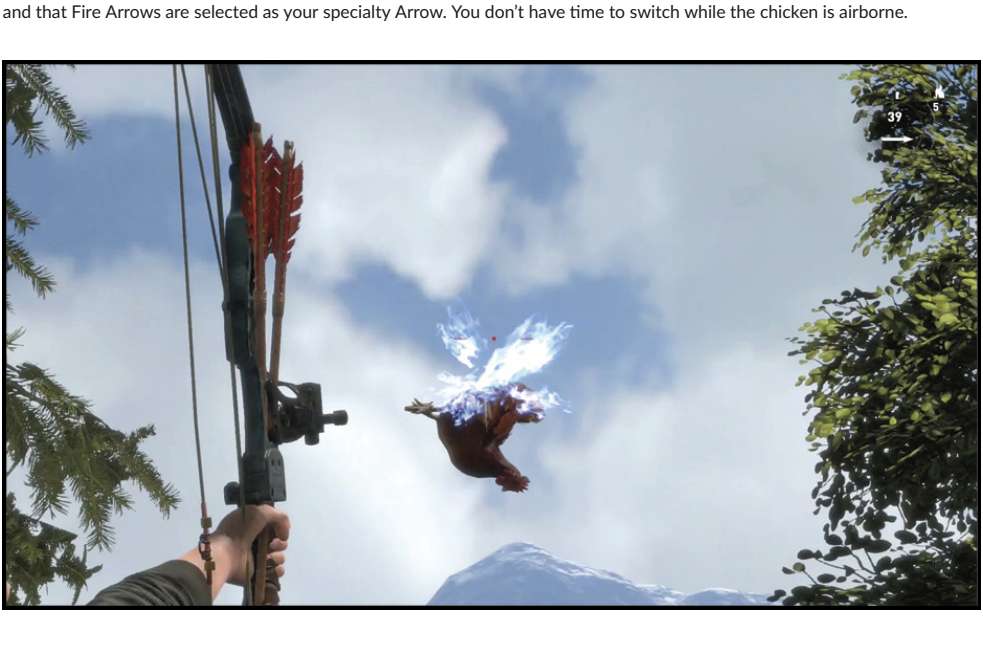
Beat 15 combat encounters after completing the game: 15

Finish the game and use Continue to return to the world. Hunt for experience and items, and you're going to find enemies as well. They return to areas that you've cleared. Search through the maps until you find and can defeat 15 groups of these targets.

ROTISSERIE

Shoot a chicken out of the air with a fire arrow: 10

Grab a chicken, fling it into the air, and use a Fire Arrow to kill the creature. Make sure that your Bow is readied ahead of time, and that Fire Arrows are selected as your specialty Arrow. You don't have time to switch while the chicken is airborne.



STRANGE ACQUAINTANCE

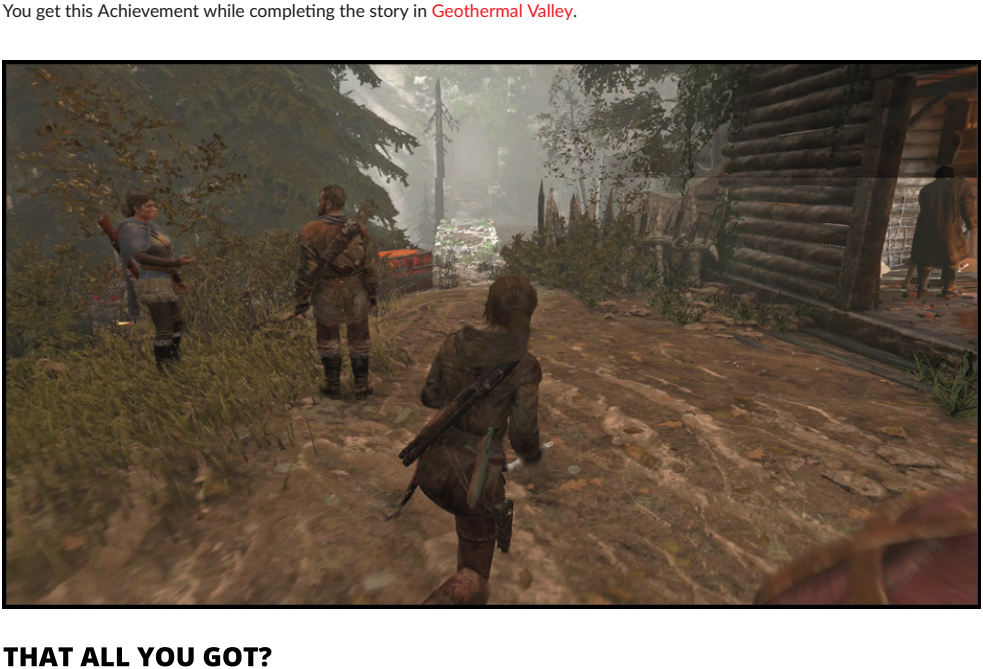
Rescue Jacob from the gulag: 10

You get this by playing through the story. This Achievement is given in the Soviet Installation map.

TAKING THE HIGH ROAD

Light the signal fire in the Remnant Valley: 10

You get this Achievement while completing the story in Geothermal Valley.



THAT ALL YOU GOT?

Complete 3 Replay Challenges in one Score Attack level: 10

As usual, we suggest that you pick a short level (e.g. The Acropolis) to ensure that you can practice and perfect the level without investing as much time.

THE CHOSEN FEW

Uncover the remains of all Jacob's disciples: 15

Open the first five crypt sarcophagi to earn this Achievement.

THE KEY TO IT ALL

Recover the Atlas: 10

This is another reward you get for progressing through the story.

THE PRICE OF TRUTH

Finish the game on any difficulty: 125

This is another story reward. Complete the game, on any difficulty, to earn it.

THE ROAD LESS TRAVELLED

Unlock the path to Kitezh: 15

This reward cannot be missed; it's part of the story as you proceed toward the late game.

THESE BELONG IN A MUSEUM

Collect 300 Cards: 15

Play repeatedly through your Expeditions to earn 300 Cards.

TOMB RAIDER

Complete all Challenge Tombs: 50

Finish all nine Tombs. These are found in Glacial Cavern (1), Soviet Installation (3), Geothermal Valley (4), and The Lost City (1).

TOUGHER THAN SHE LOOKS

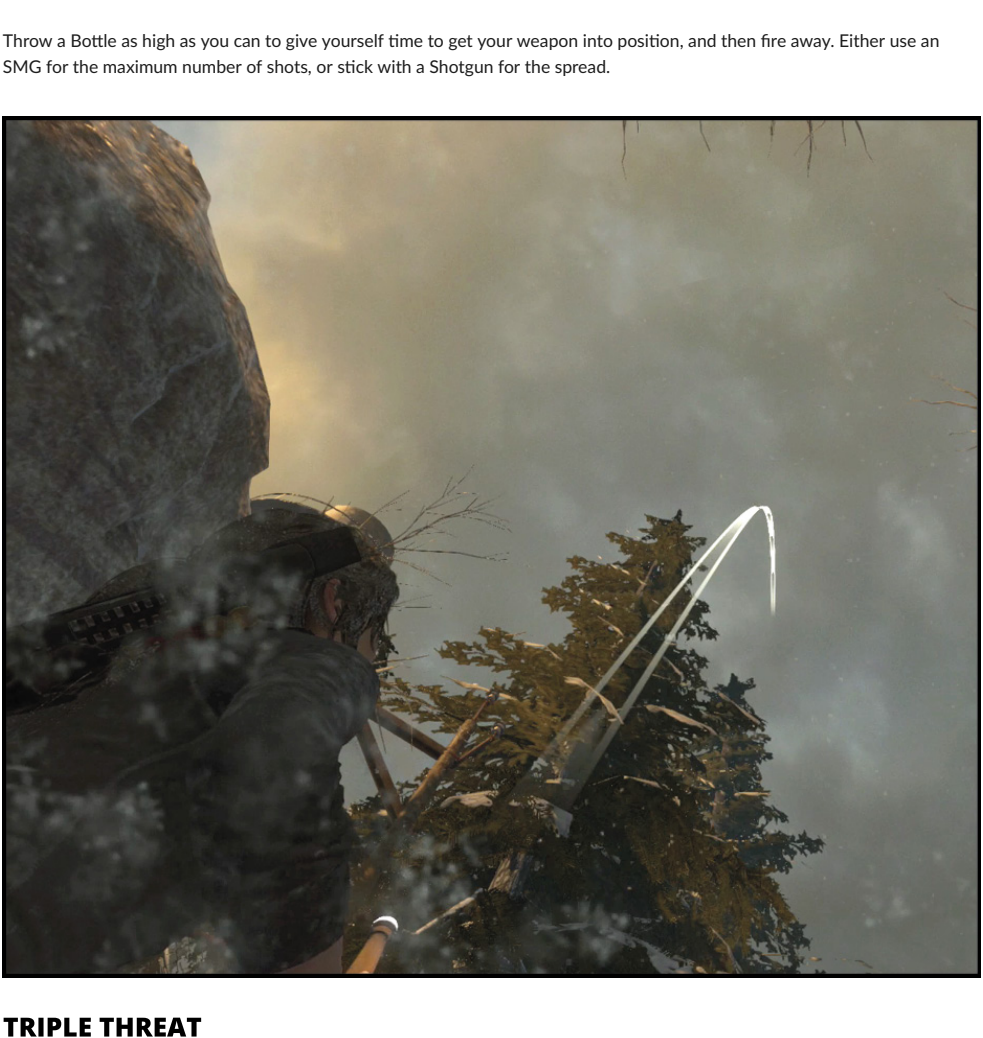
Survive a night in the Siberian wilderness: 10

You get this very early in the story, and it cannot be missed.

TRICK SHOT

Shoot a bottle out of the air: 10

Throw a Bottle as high as you can to give yourself time to get your weapon into position, and then fire away. Either use an SMG for the maximum number of shots, or stick with a Shotgun for the spread.



TRIPLE THREAT

Kill 3 enemies with 1 Shotgun blast: 10

This is easiest to do on low difficulty, and in areas where groups are common. Wolf caves have clusters of targets.

TRUTH SEEKER

Collect 25% of all narrative assets (Relics, Murals, and Documents): 10

If you're sticking to our maps and using Collecting Treasures, this won't be difficult.

ULTIMATE SURVIVOR

Finish the game on Survivor difficulty: 40

Though it takes adjusting to get used to the tougher battles, this is a very doable challenge. At worst, you need to stop periodically and go through earlier areas to collect extra crafting supplies. You can even pull this off without getting the extra XP and skills from collectibles and Codices. If you're absolutely crazy, try to beat Survivor without using all of those lovely skill points.

UNTOUCHABLE

Replay 5 different levels without taking any damage: 25

Focus on areas that have less combat. Sure, the Acropolis is short, but it also has quite a few enemies. Instead, go to places like Mountain Peak, Lost Expedition, The Orrery, and so forth. These levels make it easier to get your feet wet in the zero damage game.

VOICES OF THE PAST

Collect 75% of all narrative assets (Relics, Murals, and Documents): 15

Collect 75% of the Relics, Murals, and Documents in the game. They're all called out on our maps and by text descriptions, so this is a matter of time.

WAS THAT REALLY NECESSARY

Kill any animal with an explosive: 10

Sadly, humans don't count. Use a Grenade Arrow on a group of wolves, or try hunting a deer that way.

WAY TO GO

Complete every level in Score Attack with a bronze score or better: 15

Claiming the bronze is usually pretty simple. It's the silver and gold that are hard.

WEAPONSMITH

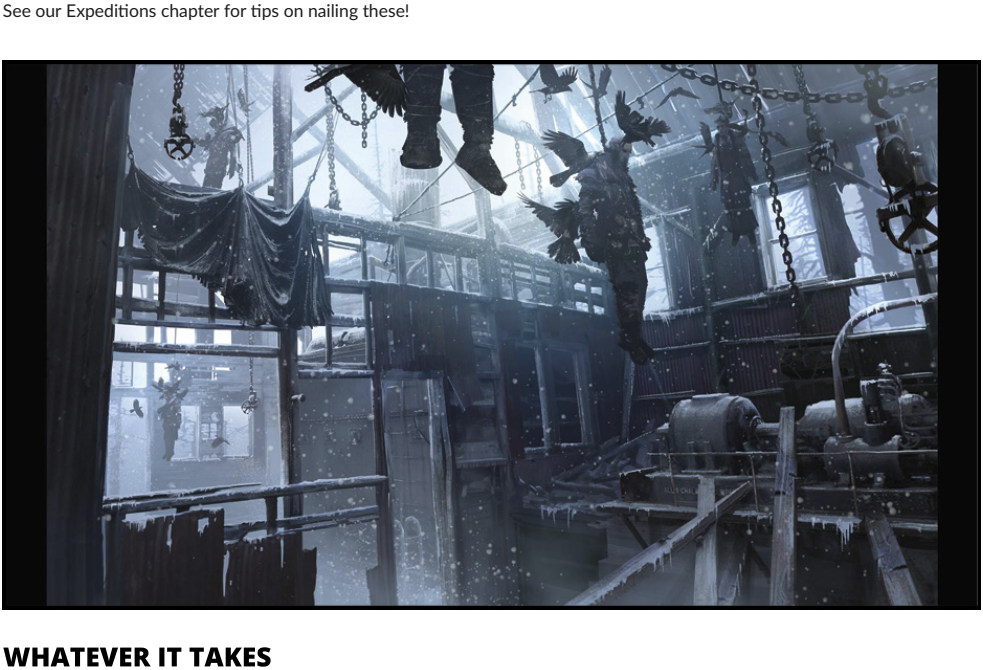
Fully upgrade any weapon: 10

Any weapon will do, though you should focus on one that you already enjoy using if you're going to invest that much into it.

WELL BEGUN IS HALF DONE

Complete 10 levels in Score Attack with a gold score: 10

See our Expeditions chapter for tips on nailing these!



WHATEVER IT TAKES

Rescue a friend from Konstantin: 15

This is a story Achievement that you cannot miss.

WOMAN OF THE PEOPLE

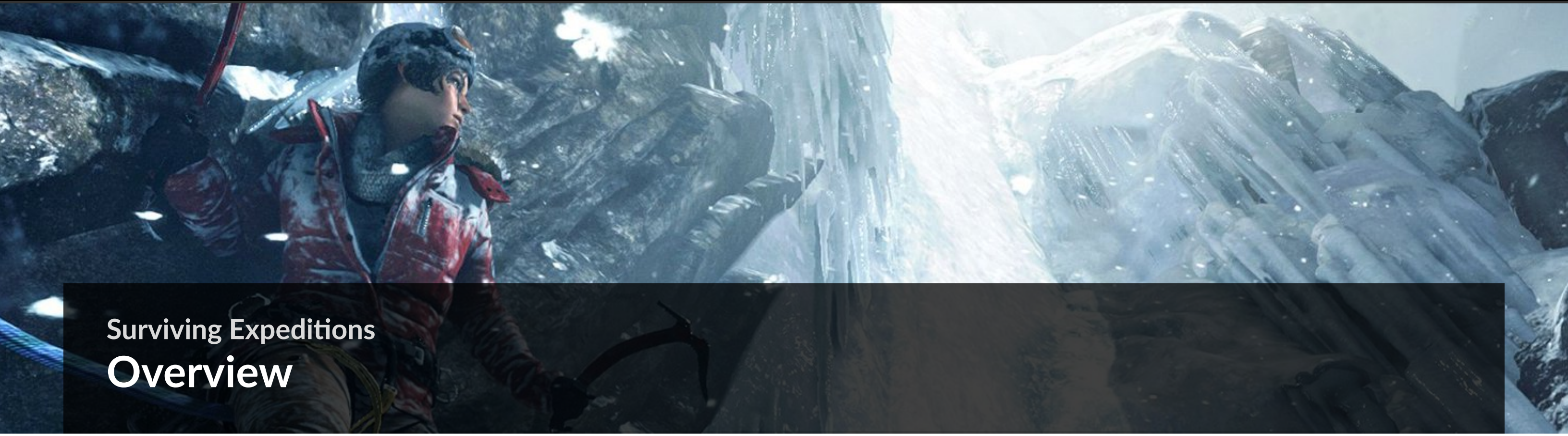
Complete every Mission: 25

Complete all Missions. They're found in Soviet Installation and Geothermal Valley. All are documented in the Collecting Treasures section of this guide.

ZIPPER

Perform a manual zip line transfer: 15

Manually switch from one zip line to another. There is a spot in The Lost City that is good for this (coming down from the first trebuchet).



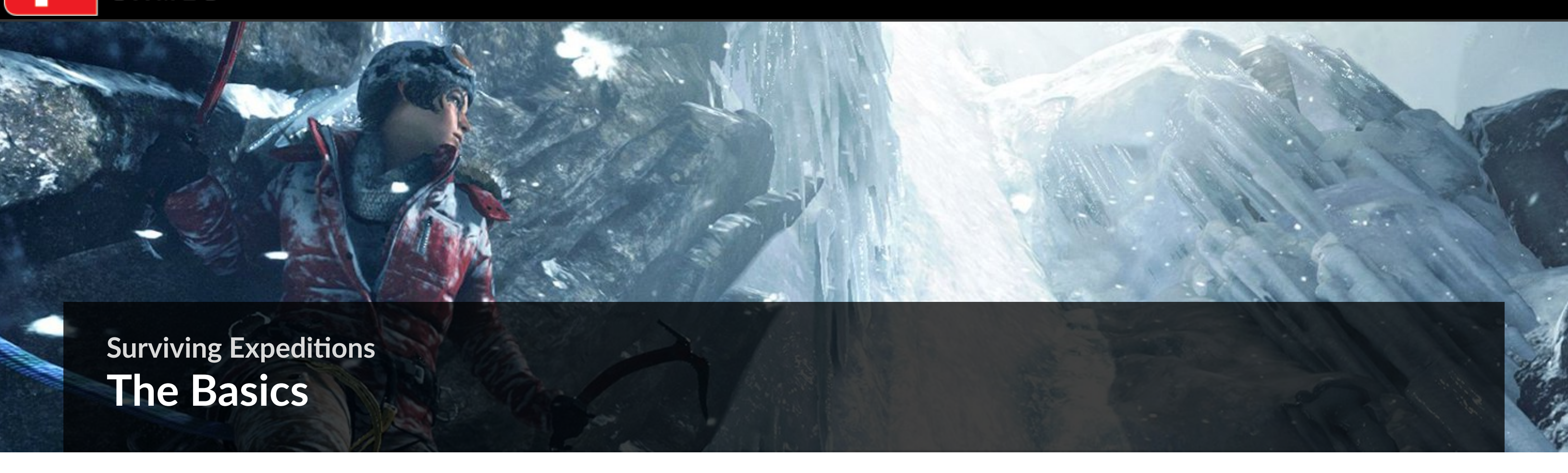
Surviving Expeditions

Overview

Beating the main story isn't the only way to master *Rise of the Tomb Raider*. It's actually more like the beginning. The Expeditions system is there to let you replay specific sections of the game, but this time you have to make it through as quickly and efficiently as possible. You earn credits for doing this, and can earn Cards and Challenges to push your gameplay even further. Scores are tracked, and that's how you are able to compete with yourself and with other players.

In this chapter, we go through all of the Expedition levels to give you tips on improving your runs through them. Each level can be played in Score Attack, Chapter Replay, or Chapter Replay Elite mode. Replays are just like the main game, only you won't have high-end gear or skills. Elite Replay lets you bring your upgraded skills and equipment into the mix.

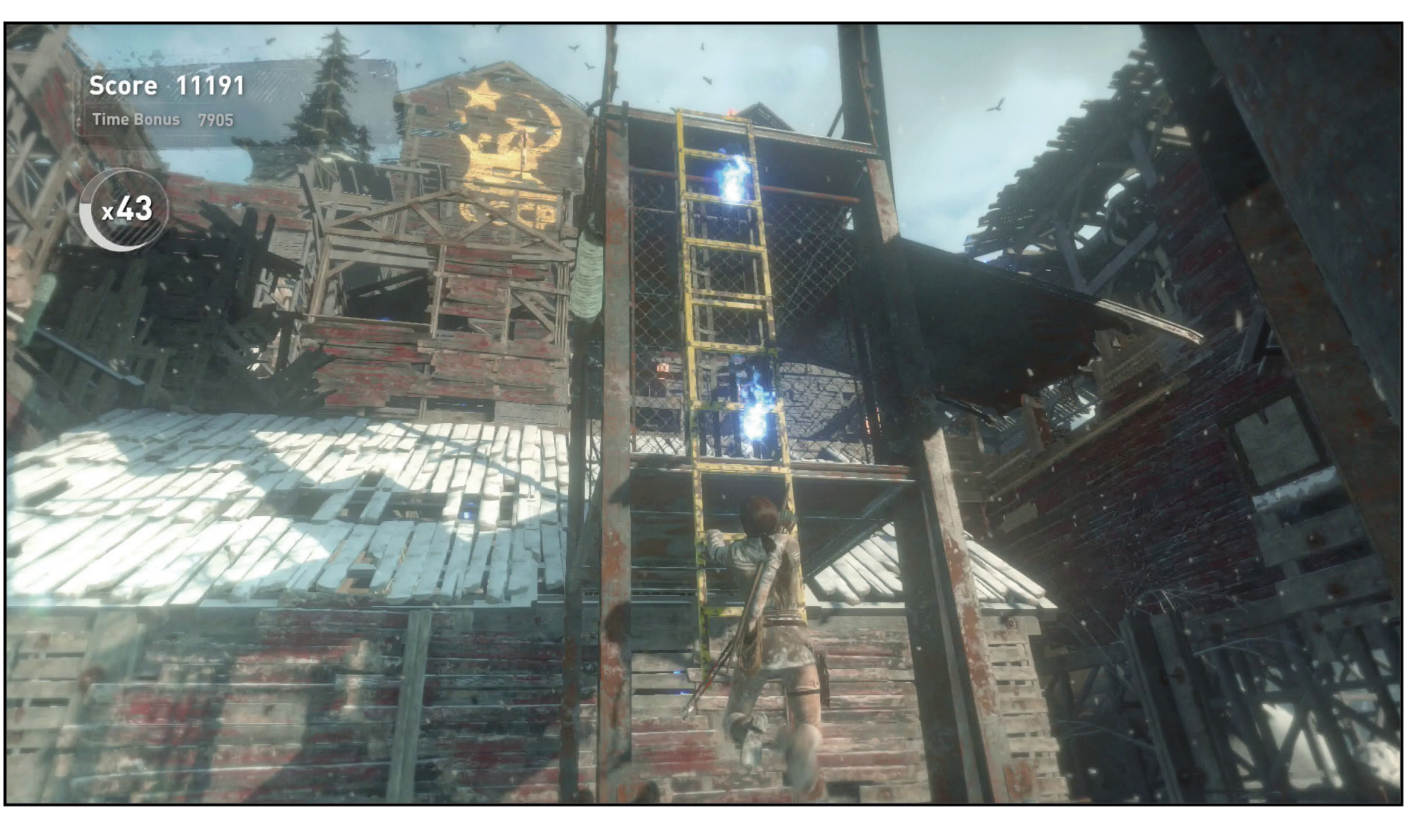
Score Attack is different because it adds entirely new aspects to the game. You have to move quickly, chain together actions to get the best score, and avoid taking damage (because that breaks your chain). You start each area with a Time Bonus which you must work hard to keep. Move too slowly and your bonus turns into a penalty against your final score.



Surviving Expeditions

The Basics

MAINTAINING COMBOS



The most important aspect of every Score Attack run is your combo. Lara gets way more points for her major actions when she has a running combo. The more things you do in a row (such as collecting Wisps, shooting Lanterns, and scoring kills), the more your combo rewards you. The only way to achieve really high scores is to make very long combos, perhaps completing entire levels without making a single mistake.

You lose your combo by taking damage or allowing the timer to run out. The timer starts each time you do something that increases your combo score. The timer appears in the upper-left and runs dry if you don't do anything soon to improve your points.

In linear levels, you just need to move quickly and avoid damage. Some levels require you to backtrack, and that makes the run trickier. If you get everything in a room the first time you head through it, you're likely to lose your combo when you come back. Make sure to leave a Wisp or Lantern around so that you have something to do on your second trip.

Things That Add to Your Combo

Shooting Lanterns

Nailing a Soft Landing

Killing Enemies

Picking Up Treasure

Looting a Crafting Item

Grabbing a Wisp

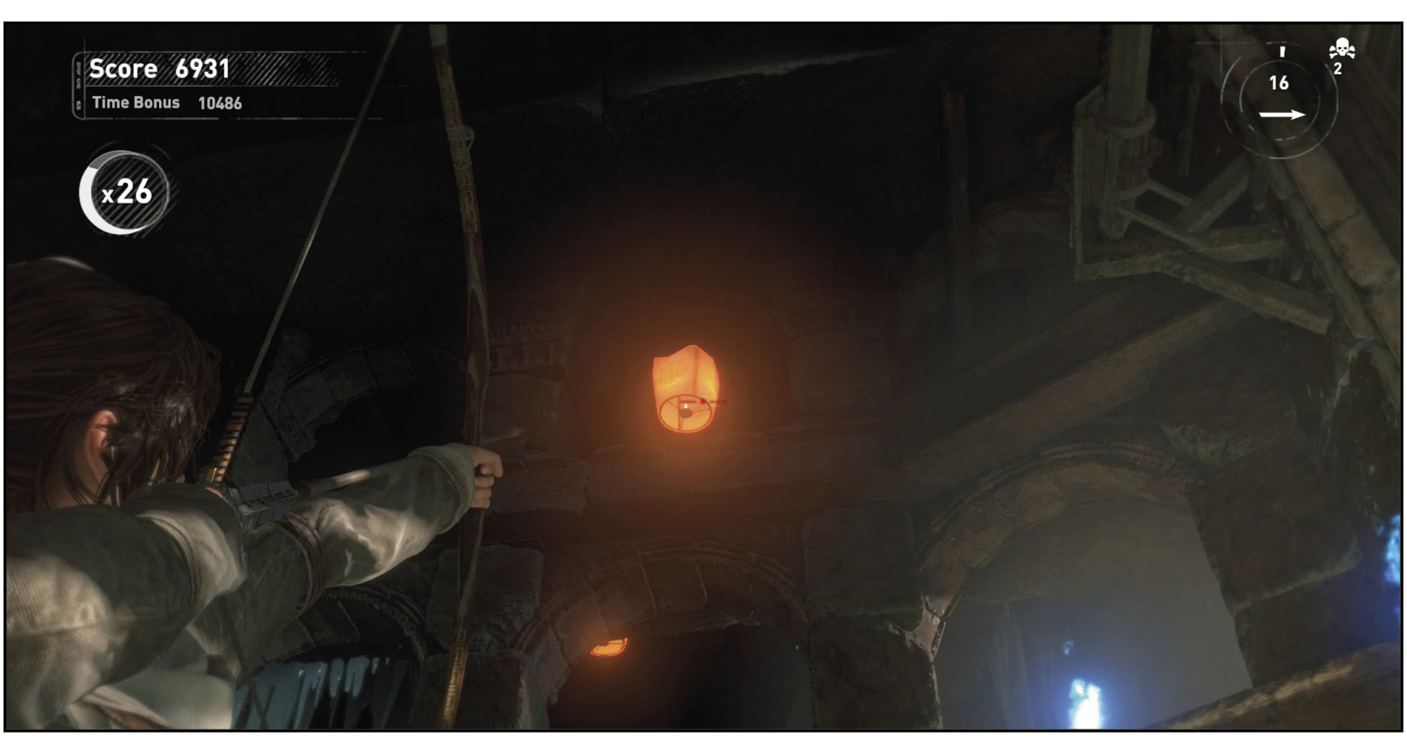
Completing Objectives

Executing a Saving Grab

Remaining Time Bonus

Expedition Card Effects

SHOOTING LANTERNS

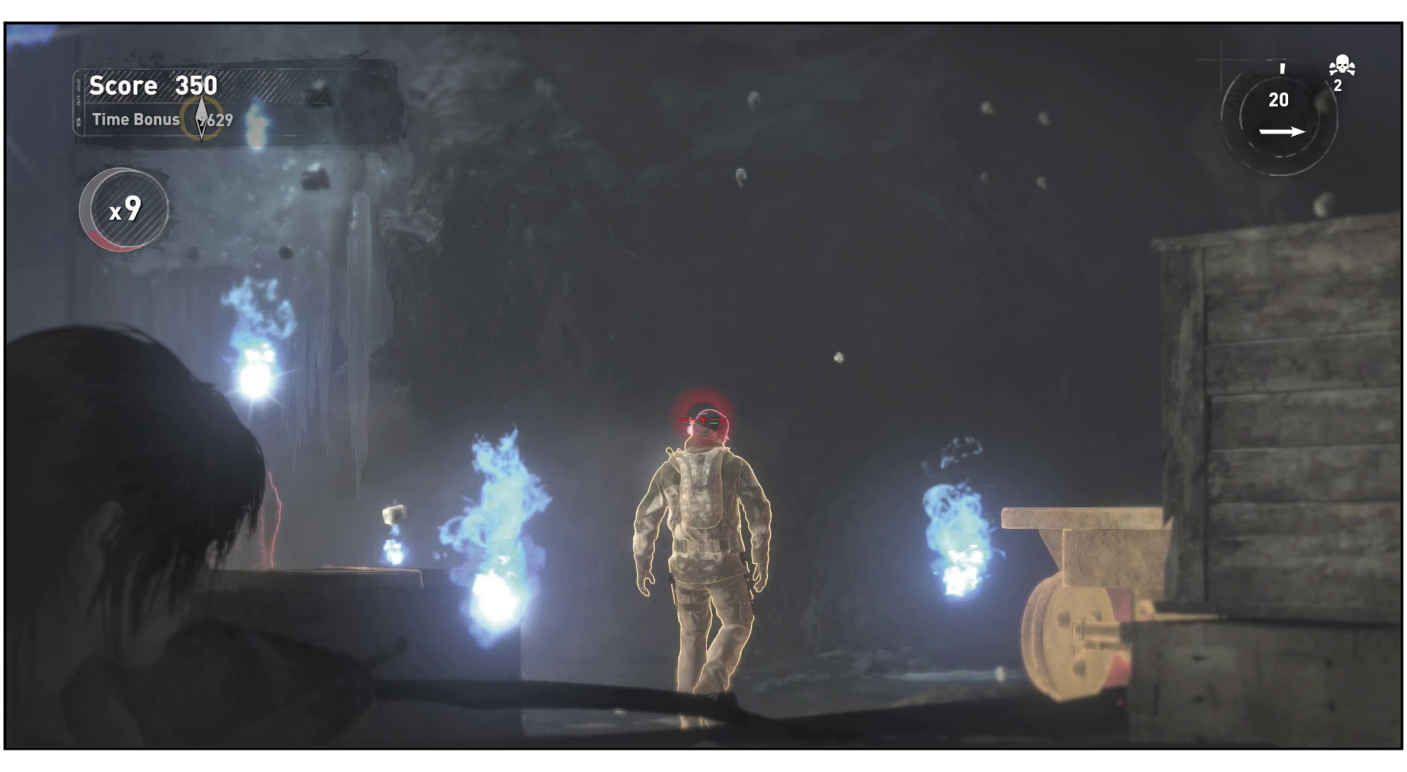


Lanterns are new items that are placed in the levels during Score Attack. You won't have seen them in the main game, so keep a careful eye out for these. They award major points when they're shot, and a high combo makes the Lanterns incredibly valuable. When possible, wait until later in a run before shooting the lanterns so that you get the most out of them. However, that isn't doable if you're in a linear level and can't make it back into a room/area. Lanterns are worth more points if you shoot them from farther away.

NAILING A SOFT LANDING

Though this method requires the Soft Landing skill, it is a solid tool for adding to your combo. When the environment allows it, use the Soft Landing skill to help you quickly move down through the environment, speeding your passage and earning you combo points.

KILLING ENEMIES

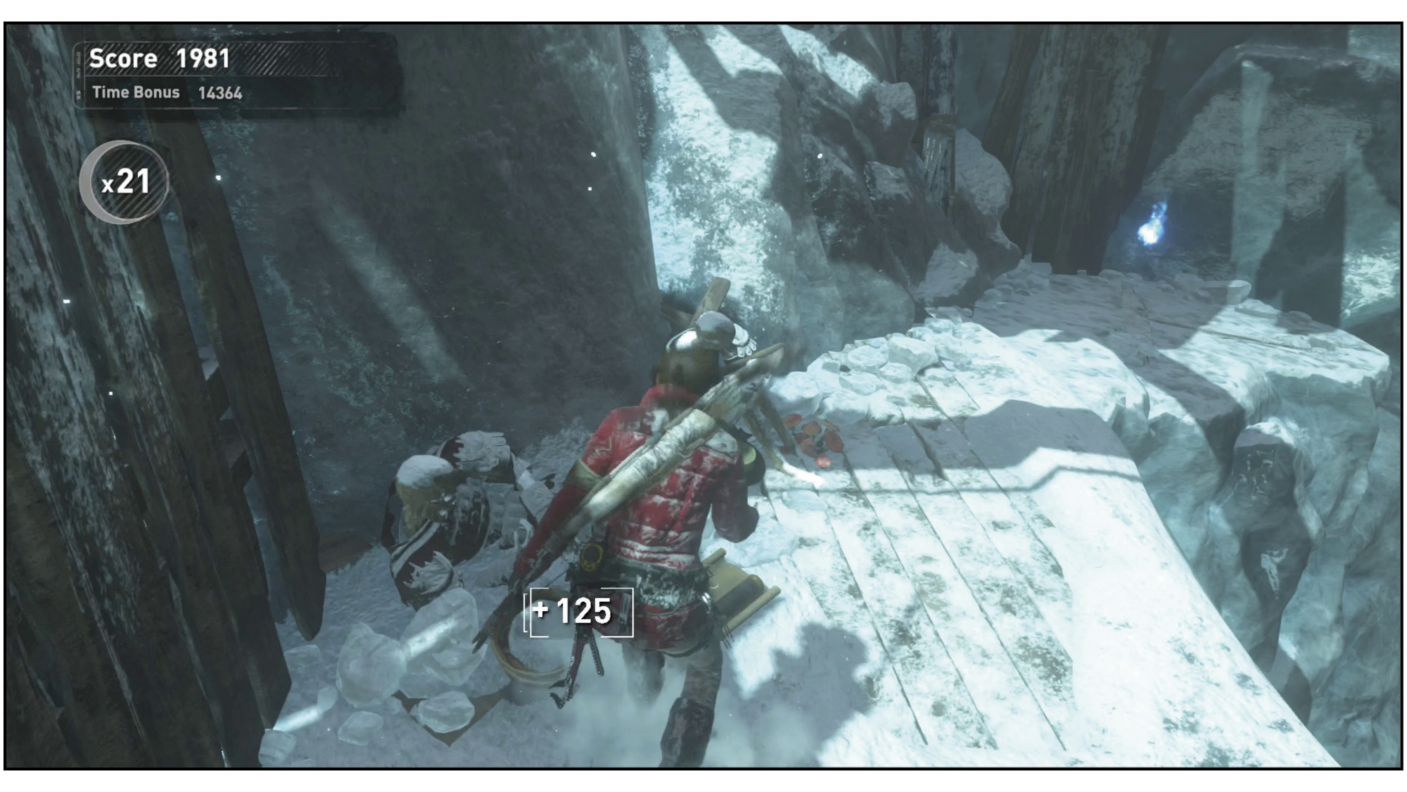


Enemy kills are worth quite a bit in your Expeditions. Raise this value by playing on higher difficulty modes (you get .5 points on the lowest difficulty, and x3 points when playing on Survivor). "Stylish" kills are worth more than normal kills. Stealth kills, headshots, melee kills, and environmental kills all give bonus points.

Another trick for boosting your points is to chain together a specific type of kills. Stealth kills award way more points than a standup fight. Bow sniping and Takedowns are ideal because they give you so many points and keep you out of direct combat. That's very important because even a single hit can cost you everything; Lara loses her combo and takes a direct penalty to her points every time she is injured. No matter how good a fighter you are, you cannot afford to trade blows with your targets.

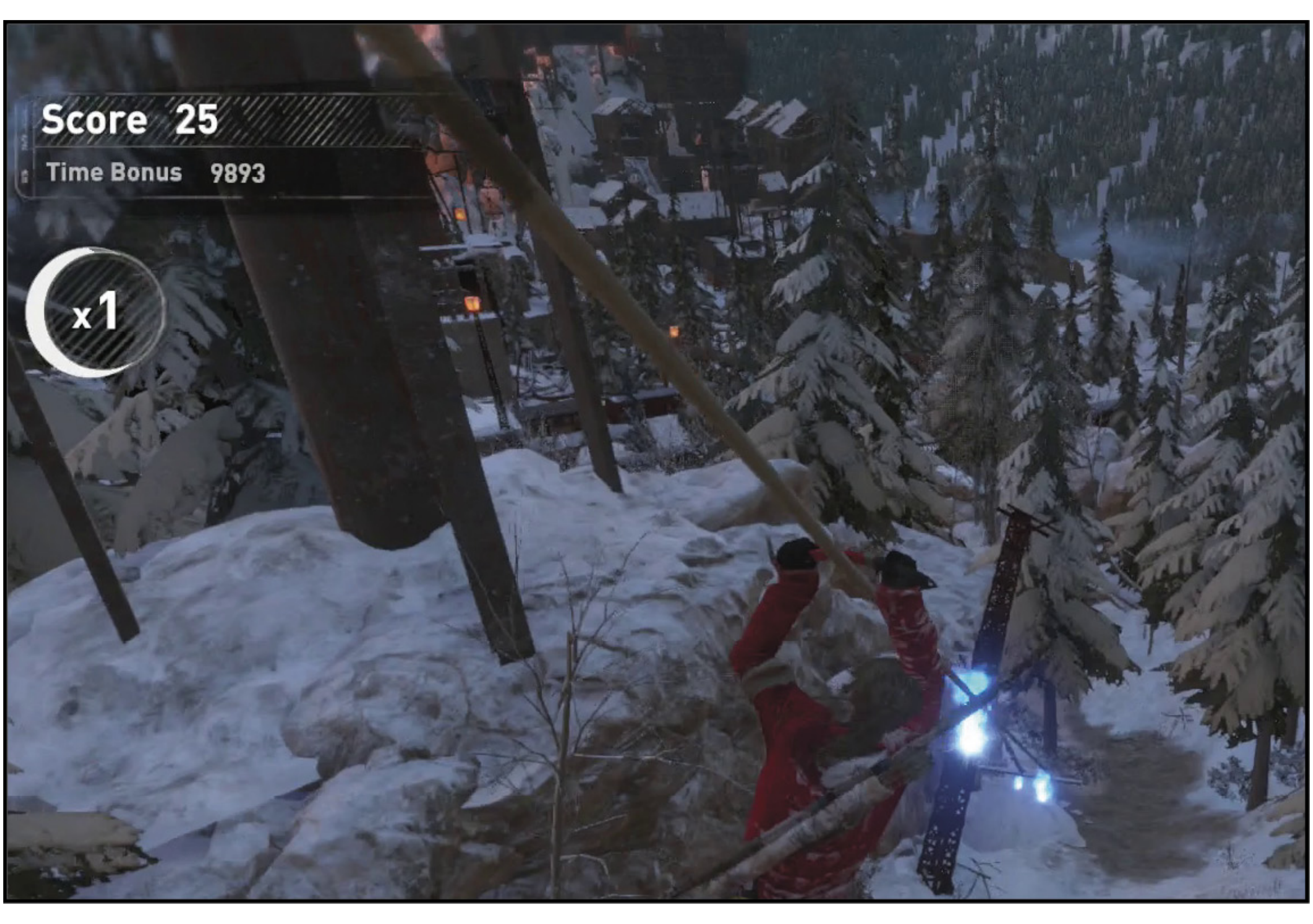
Stealth helps this a great deal, but if you do get into a fight, spend ammo to just blow down every target. Don't go for finesse. Murder the enemy quickly and get out of the fight without a scratch if you want your run to have any value.

COLLECTING TREASURE AND CRAFTING ITEMS



Hidden items and crafting ingredients really pad your score. Memorizing the levels ahead of time makes this much faster, but you can afford to pause the game and peruse your maps if you really need to. Because all of these items extend your combo, it's usually safe to go after them. They grant you at least as much time as it would take to run past them. In fact, you sometimes are safer taking a few seconds to get the treasures because those combo extensions are so vital to making it through larger rooms.

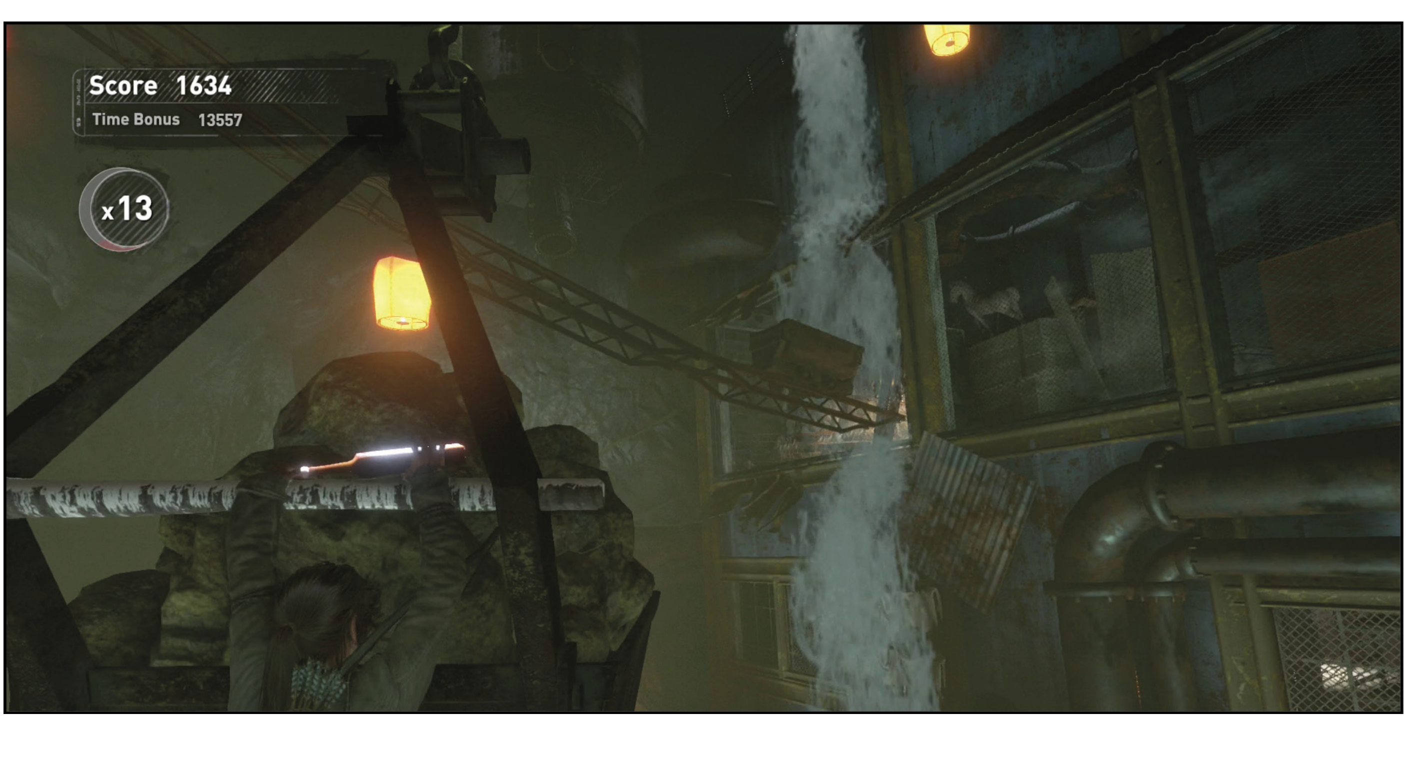
GRABBING WISPS



No matter how you're tackling an area, Wisps are always going to be the mainstay of your combos. The trail of Wisps takes you through every Score Attack. In a linear level, they are almost like a trail of breadcrumbs taking you toward your objectives. It's tougher in the wide-open levels, like Siberian Wilderness, because there are multiple ways to get through certain places.

Make sure to take different routes in open spots so that you always have Wisps to grab. A passage without Wisps almost promises that you're going to lose your combo!

COMPLETING OBJECTIVES



Story objectives are still a major part of these maps, so you proceed as if you were playing the main game. Make sure to use your Survival Instincts if you lose track of where you are, and go after your objectives as quickly as you can.

SAVING GRAB

Add to your combo by quickly managing a saving grab. When Lara is hanging from a ledge, press [X] when she is about to lose her grip to keep from falling.

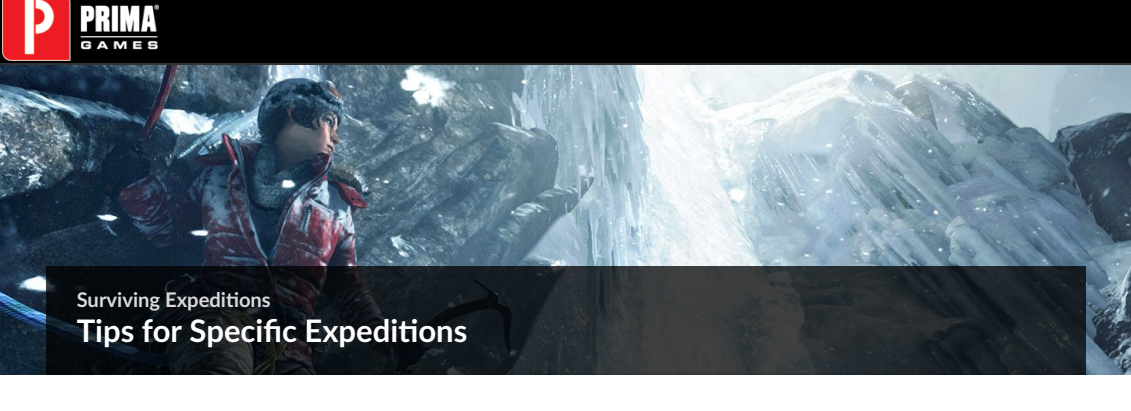
CUTSCENES

Score 13858
Time Bonus 11256
x38

The timer stops if Lara goes through a cutscene. You won't lose because the game has something to show you. Take those moments to relax and prepare yourself for the remainder of the run.

EXPEDITION CARDS

Expedition cards have bonuses or penalties which are added together and then multiplied against your score when determining your final score. The right cards can push your silver medal run into gold territory, but they can also make the replay much more challenging.

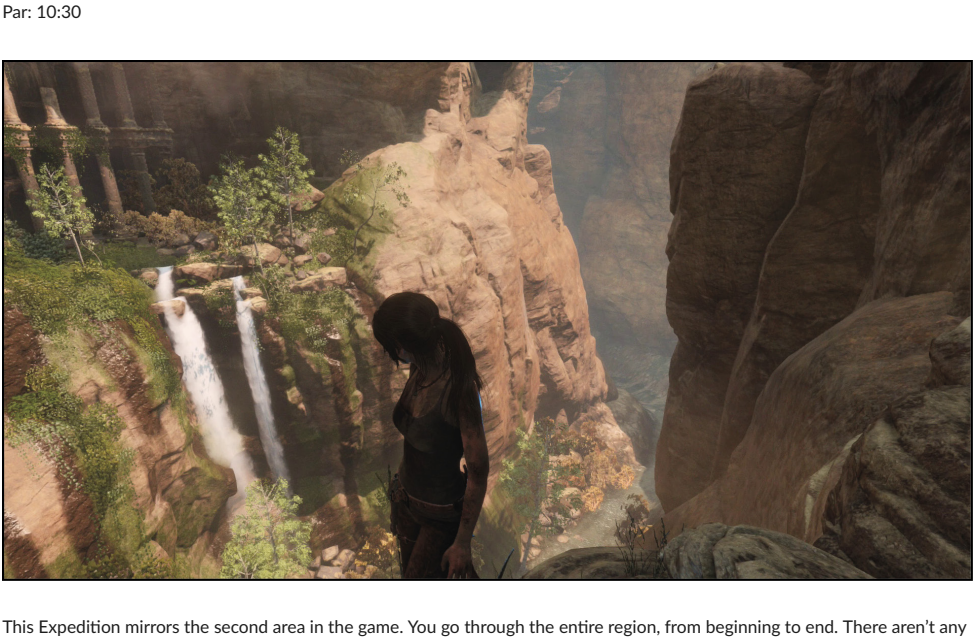


Surviving Expeditions

Tips for Specific Expeditions

THE PROPHET'S TOMB

Par: 10:30



This Expedition mirrors the second area in the game. You go through the entire region, from beginning to end. There aren't any real battles, even if you try to count the small gunfight during the final sequence. Instead, this is a true time trial. Your ideal run needs to get a perfect flow without breaking your combo.

Traps are a minor threat to this, but they aren't the real villain. The major risk is that you have to complete every room very quickly and efficiently.

To get the highest score, you have to collect secrets as you go. Memorize the locations of all the level's hidden items, because they offer a very substantial reward to your final tally.

There are three rooms that are really tricky. The first is the room where Lara drops into the water and has to shoot down a platform to get out the other side. It's easy to take too long here. When you fall, hurry forward to break the wall on the right. Swim back to the platform at the beginning of the room, climb out, and shoot the block that's holding the far platform immediately. Any delays lose you your combo.

The larger room beneath the tomb is your next troublesome spot. Collect the wisps in the water as you get over to the damaged wall on the right. Use those to keep your combo, break the wall, and get the ones closer to the ledge across from the wall while the water rises. Climb up the wall, shoot some of the lanterns higher in the room to get points, and then hop onto the platform that raises the water level again. Keep shooting lanterns while you do this, to ensure that your combo is maintained.

The final puzzle room is also tricky. Get over to the damaged wall, break it, and then make sure to shoot the block that holds a platform before you jump back into the water. Raise the water level, get onto that platform, and jump to the higher tier. It's easy from there out, as you should be used to the final part of the level. It's actually pretty safe.

SIBERIAN WILDERNESS

Par: 8:30

Score 59946
Time Bonus 3932
x96
Stealth Streak X1.5

This Expedition is a run that starts after Lara would have lit the Base Camp and goes until the death of the bear. So, you see most of the level but don't go through everything. This features some very challenging paths, because there are Wisps all over the place and you need to go carefully through the wilderness to get as many of them as possible.

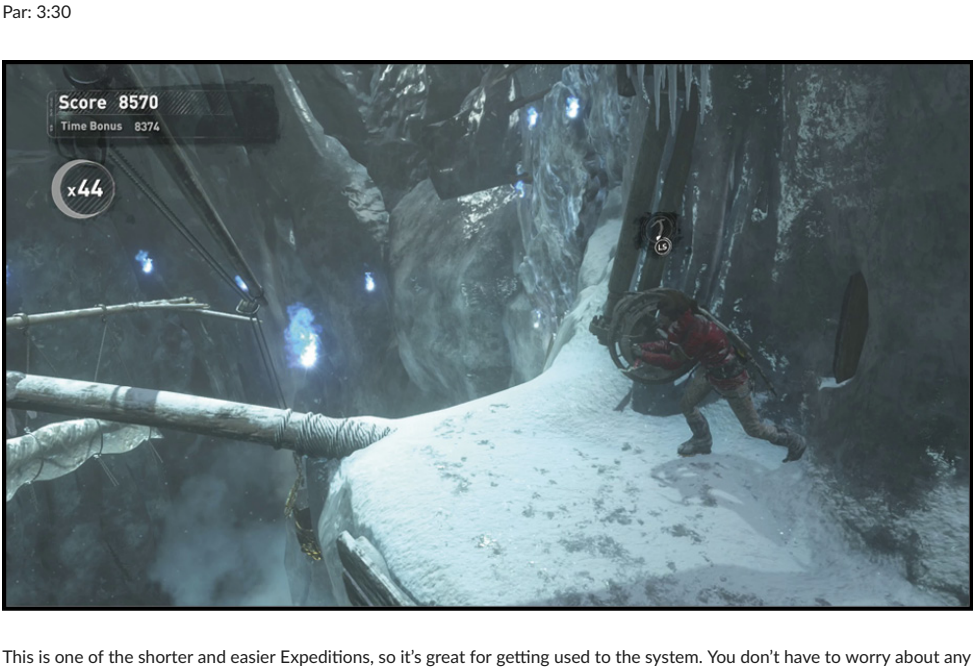
To make matters worse, all of the fighting comes at the end of the level. Despite being one of the earlier Expeditions in the list, we recommend that you go after some of the shorter and easier Expeditions before trying to master this one.

Pick a different path leading away from Base Camp each time that you go through the area. Start with the southern route to make sure that you get some of the easy Wisps and a few treasures along that route when there aren't any enemies to hassle you. Save the northern route for your trip after making the Poison Arrows. This takes you on a better path to fight the patrollers that appear, and you're able to use the upper tree branches to get onto raised platforms and zip lines for even more points. That's when it's best to shoot the area's Lanterns. Never go after them during the early half of the level because your combo isn't high enough yet.

Use Takedowns on the patrollers in the wilderness, and save your Arrows for the guys on the eastern end of the route. Don't try to assassinate that group until you've gotten all of your Lanterns (to make sure that you've harvested as many points as possible while your combo was super high). This way, you still do pretty well even if you lose your combo at the very end of the level.

LOST EXPEDITION

Par: 3:30



This is one of the shorter and easier Expeditions, so it's great for getting used to the system. You don't have to worry about any fighting, so it's just a matter of running around without losing your combo due to time issues.

The Lost Expedition covers a portion of Glacial Cavern (the section around the Tomb). You only need a few minutes to complete this run. Only the area around the two ice blocks has the potential to give you serious trouble. To help yourself, leave the collectible items on the ground as you first get to the ship. After each small puzzle section, you return to this tiny spot. Having the collectibles, like the Urn and the Document there, ensures that you can immediately extend your combo. Holding off on getting these also means that you'll get a few more points when you do collect them!

The other trick is to hurry through the ice block puzzle. If you slow down to get the Lantern that's under that mast, you end up missing the bucket that you have to jump onto. Get the Lantern before cranking the bucket into position, or try to snipe it later, when you're higher up and safe.

SOVIET INSTALLATION

Par: 7:30

Score 2168
Time Bonus 8587
Stealth Streak X1.5
Headshot X1.25
Stealth Streak
Headshot
+1575

Despite sharing the name with the humongous Soviet Installation map, this is not a run through the entire area. That would be brutal and unforgiving. Instead, this is the first portion of said map, when you break your way into a small base on the southern end of that region. It ends before you reach the second Base Camp.

This makes the Expedition incredibly combat heavy. You earn massive points here for stealth kills and headshots, especially if you risk doing this on Survivor difficulty (which you should do).

Silvers are fairly easy to get. Survive and get a couple of decent streaks and you're already there. A perfect run is much harder than that. It's quite tough to guarantee that you don't get spotted and pushed into a firefight.

Look for Lanterns in the open yards. They're usually overhead or off in the woods, so it's easy to miss them if you get too focused on timing and the battles. Take a leisurely stroll through the level your first time so that you spot everything. That makes subsequent trials so much easier, because the Lanterns offer major points.

The fight at the entrance to the first big base is the hardest one to pull off. Try to be patient, despite the ticking clock that you're facing. Don't headshot your targets until they turn yellow in Survival Instincts. That means that they're safe to kill. Taking out a red enemy gets you into a fight that is quite hard to win without taking a hit.

Repeat this in the garage, which is actually an easier area to beat without being seen. The close patroller comes first. Then assassinate the walkway guard and the man in the far corner. Only two Soldiers remain after that, and a headshot plus a fast kill can score you that victory.

ANCIENT CISTERN

Par: 3:30

Score 575
Time Bonus 15745
x3

There aren't any fights in this Expedition, so it's going to be an easy one. Right?

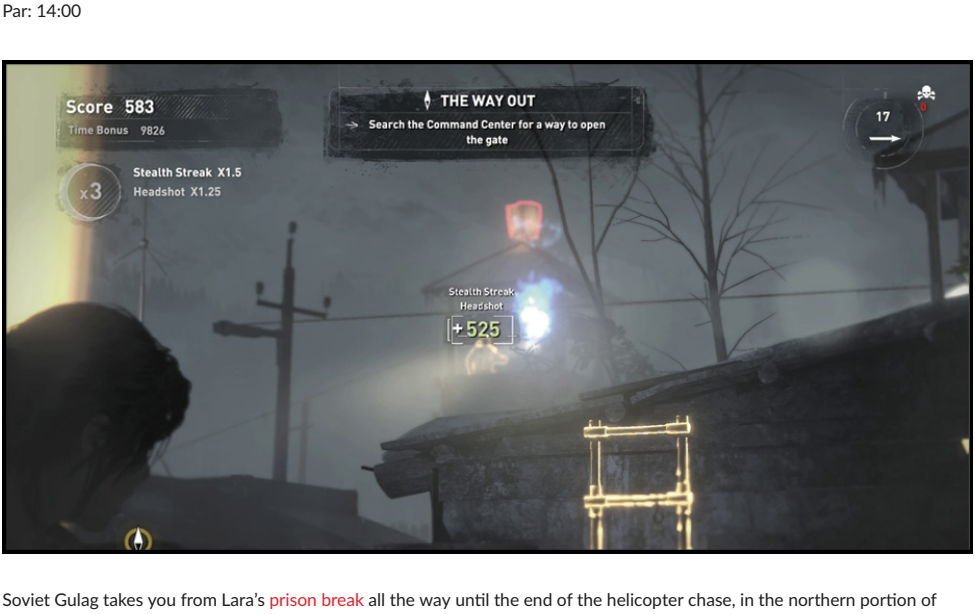
Well no, not so much. This is actually a very challenging Expedition. The level of precision that you need to complete this is demanding. You can't mess up anything, and every combo has the potential to time out if you don't nail everything you do.

There are many Lanterns in the main chamber of this Tomb. Do not snipe them all willy nilly. They're combo extenders for the times when you're waiting for the platform to get into position for this puzzle.

Read through the writeup for this Tomb on page 183 to make sure that you know how to do everything correctly. Practice the maneuvers at least a few times as you get used to the Expedition, but don't bother finishing at the end. Restart the level to save yourself some time and hone your efforts that much faster.

SOVIET GULAG

Par: 14:00



Soviet Gulag takes you from Lara's prison break all the way until the end of the helicopter chase, in the northern portion of Soviet Installation. This is a very long sequence, and the sheer volume of combat ensures that both patience and skill are required to perfect this section. Headshots, stealth kills, and precision are your finest tools.

There aren't as many Lanterns or Wisps in this sequence. Your victory relies on kills, so playing on Survivor is almost a necessity if you're going to go for a really high score. Practice on that mode, at all times, to ensure that you get used to the harder combat that takes place.

Note that destroying the Red Laptops doesn't chain your combo, so ignore them entirely! Instead, boost your combo with the Lanterns in the first yard. Some of them may be out of range at certain angles, so be careful not to waste time or ammo on them until you're close enough to hit (noted by your reticle turning red as you highlight them).

Practice the fighting to master this Expedition. You can't really take shortcuts or focus on anything except raw kills. The fight before you reach the helicopter chase is the most challenging, but hopefully you've grabbed enough points for at least a silver medal by then. That's fairly easy to get; the gold is not.

VOICE OF GOD

Par: 3:30

Score 6931
Time Bonus 10756
x26
LS

This Tomb, see page 177, is a short one that doesn't take nearly as much practice as Ancient Cistern. If you're still getting your feet wet, this is a wonderful choice for mastering the basics of Expedition work. There aren't any fights, the timing is quite fair, and the puzzle doesn't demand much technical precision. Make one practice run, and then start trying to beat this in earnest.

THE COPPER MILL

Par: 11:00

Score 21046
Time Bonus 7386
x53

Grueling score requirements, heavy battle, and a long Expedition make this another one of the higher-tier targets. Hold off until you're extremely comfortable with Expedition tactics, because even a bronze on this one is challenging when you're first starting out.

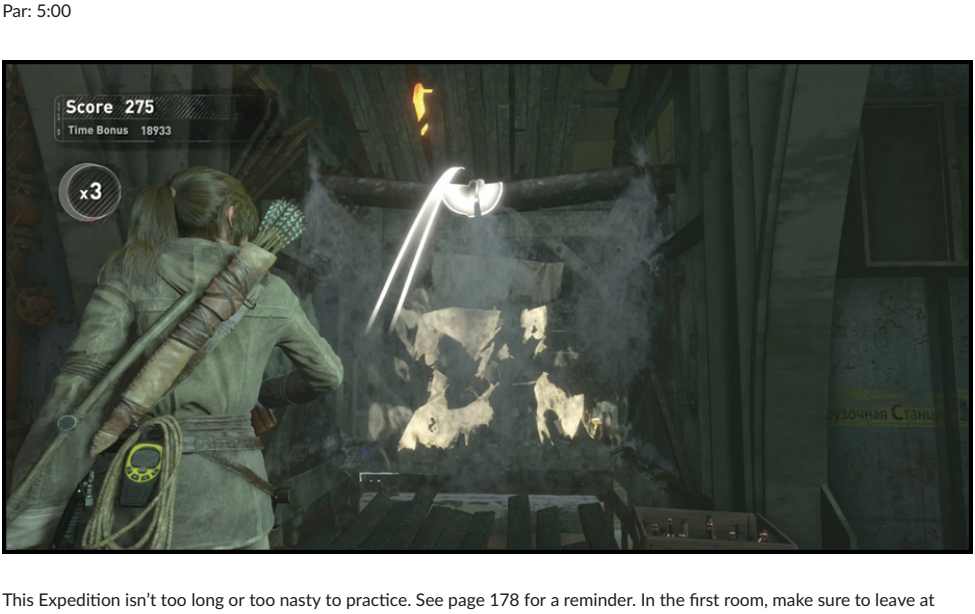
Careful use of crafted explosives is a must in Copper Mill. Use Molotovs to kill groups of enemies without leaving cover, and get a fair number of points because of these kills. Another way to earn is to explore the side areas of the map for a plethora of hidden items. You have to get most of these if you want to achieve a decent score; a straight run just isn't enough.

The Wisps help you even if you haven't memorized the locations of the many nooks and crannies throughout the mill. If there are Wisps leading off to the side, follow them! They always lead to something useful and often valuable.

At the end, the run through the burning area is agonizing. Avoiding all damage during that is a challenge for masters. Most players are going to accept a few hits and lose their combo. Try to avoid this with indirect attacks (more Molotovs), and save your Poison Arrows for the Defenders at the very end. Even with the proper tactics, this is tough.

THE RED MINE

Par: 5:00



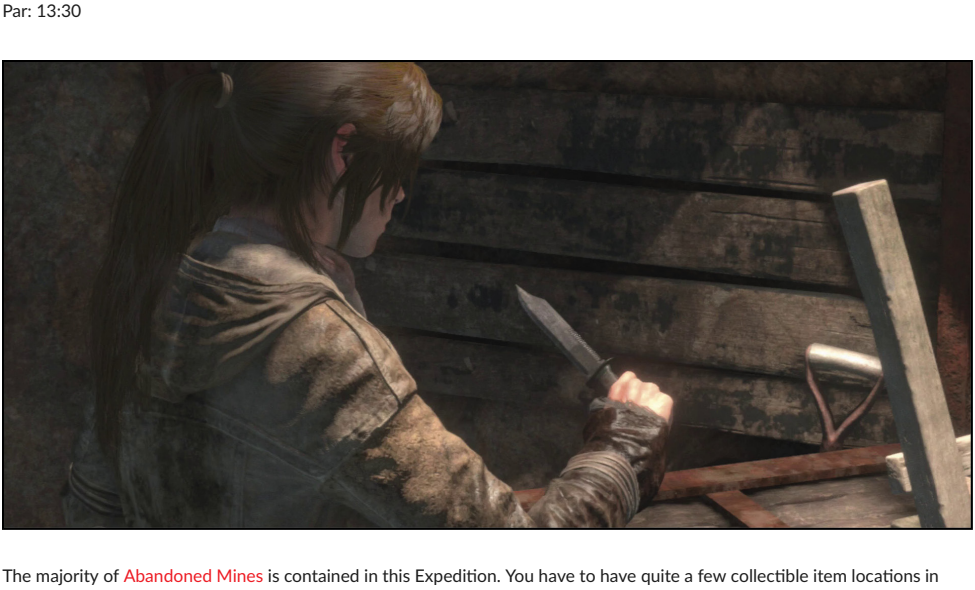
This Expedition isn't too long or too nasty to practice. See page 178 for a reminder. In the first room, make sure to leave at least one item free. Get the box of Cloth nearby, grab a Bottle, light it, and throw it over the broken pipe to start the fire. Collect everything else while this burns the barricade away, and go through into the main shaft.

Collect everything on the way, including a couple of treasure items, and go to the bottom. That's where the larger portion of the shaft is located. Cross the shaft and notice a huge number of Lanterns up top. Do not pop these yet. They're your way to extend the combo during this tricky puzzle section. Use them before you have to wait for various things. For instance, pop one before you hop onto the bucket that unleashes the first mine cart. Search the side room, get to the top of the catwalks, and pull out another mine cart. Pop a Lantern, and then get onto the roof of the building ahead. Cross it, destroy another Lantern, and then connect the Rope Coil to the cart below. Take out another Lantern, get around to the bucket again, kill a Lantern, and then unleash the mine cart to clear the way toward the Codex.

Toward the end, remember to loot the room after the Codex before reading the book itself!

THE PROPHET'S BLESSING

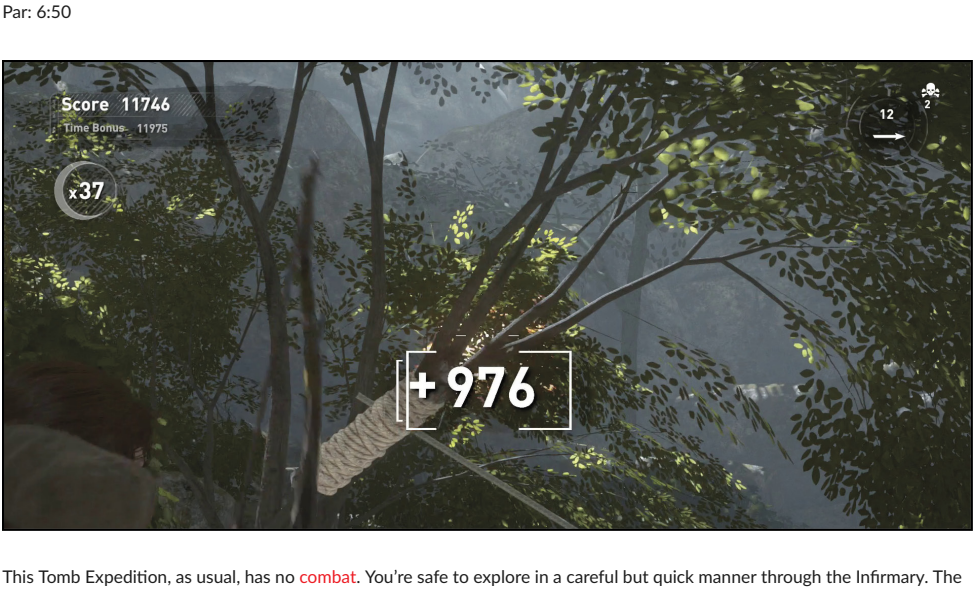
Par: 13:30



The majority of Abandoned Mines is contained in this Expedition. You have to have quite a few collectible item locations in mind, because they're a substantial portion of your points. In addition, there are multiple battles against Trinity Soldiers. The early fights aren't as large, but the huge attack on the western side of the map is rough (and it's in the middle of your run). Practice that one the most to improve your score. The best way to master it is to get into that fight and then intentionally get killed if anything goes wrong. This lets you restart that battle almost instantly and get way more time to refine your technique.

HOUSE OF THE AFFLICTED

Par: 6:50



This Tomb Expedition, as usual, has no combat. You're safe to explore in a careful but quick manner through the Infirmary. The early section of this is simple, and the trouble comes when you have to complete the ore cart portion of the puzzle. Get a nearby Spark before pushing that into place, and have a direct target in mind to shoot to extend your combo at the end of the push (the Lanterns are above, around the corners of the open yard).

Otherwise you can continue as if you were doing the puzzle normally. See page 209 to refresh your memory.

THE VILLAGE

Par: 7:00

You travel through the first portion of Geothermal Valley in this Expedition. There isn't much fighting until the end, so you get the majority of your points from a peaceful combo string. There are a few tricks to make this easier.

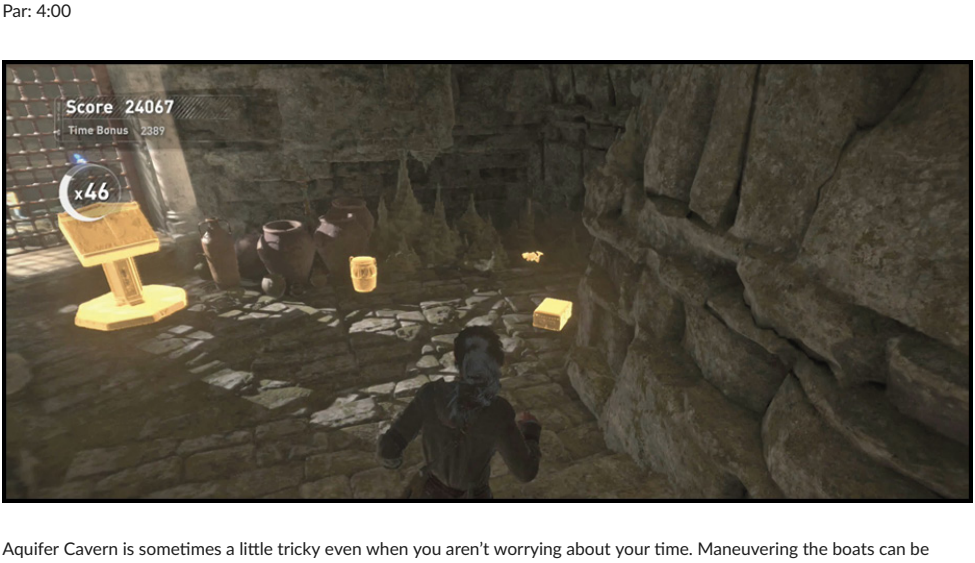
First, look for the chickens. They're great targets for bonus points once your combo is going. Always shoot at them with your Pistol to save Rifle ammo for later, and do this when you're close to a Wisp. That way, you can extend your combo even if you miss the chickens (which can happen).

There are usually multiple routes through the areas, so the best points are gained by collecting the Wisps from all of them. Carefully stay on the lookout for Hardwood, Herbs, and other collectibles to generate additional points. There are dozens of pickups like this throughout the area, and you can't achieve a gold star here without exploiting them heavily.

The gunfight at the end of this run is easier than some. Use your Shotgun to kill the enemies quickly, and stay around corners to lure their allies into your building. A cautious approach like this gives you the most chance to get kills while your combo is still quite high. If you're sporting a 99x combo (the highest allowed), then each kill is worth a massive amount of points.

CATACOMB OF SACRED WATERS

Par: 4:00

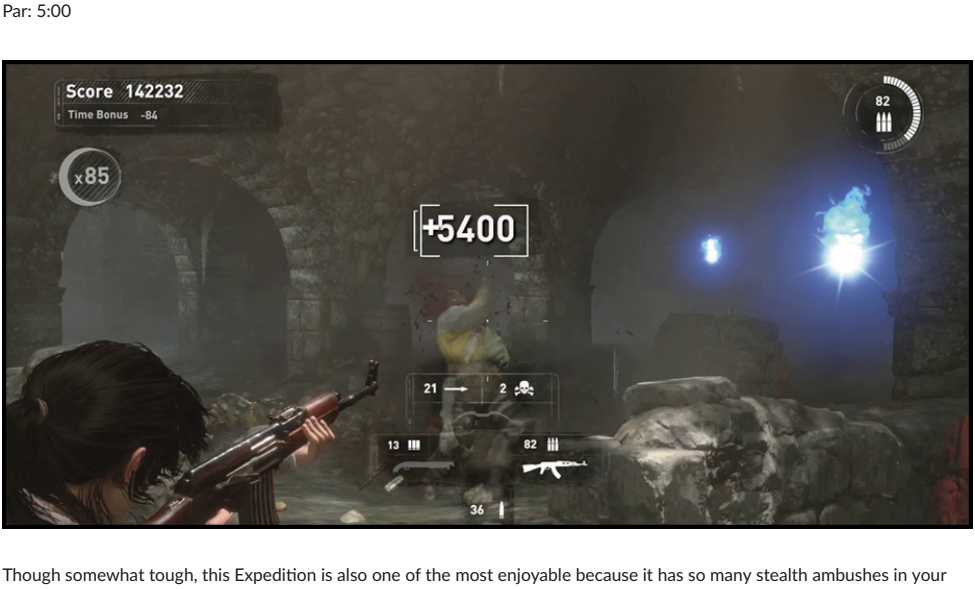


Aquifer Cavern is sometimes a little tricky even when you aren't worrying about your time. Maneuvering the boats can be tough, but that's the only real challenge here. The lead up is simple, and collecting all of the items in the Tomb is straightforward. You just have to use the boats without any missed shots, and then rely on the Lanterns above the middle island for many of your combo extensions.

One Lantern that is easy to miss is past the waterfall. When you reach the far shore, look over the falls and to your left. By then, you might have a very good combo built up, so finding another Lantern is a sizable point boost.

THE ACROPOLIS

Par: 5:00



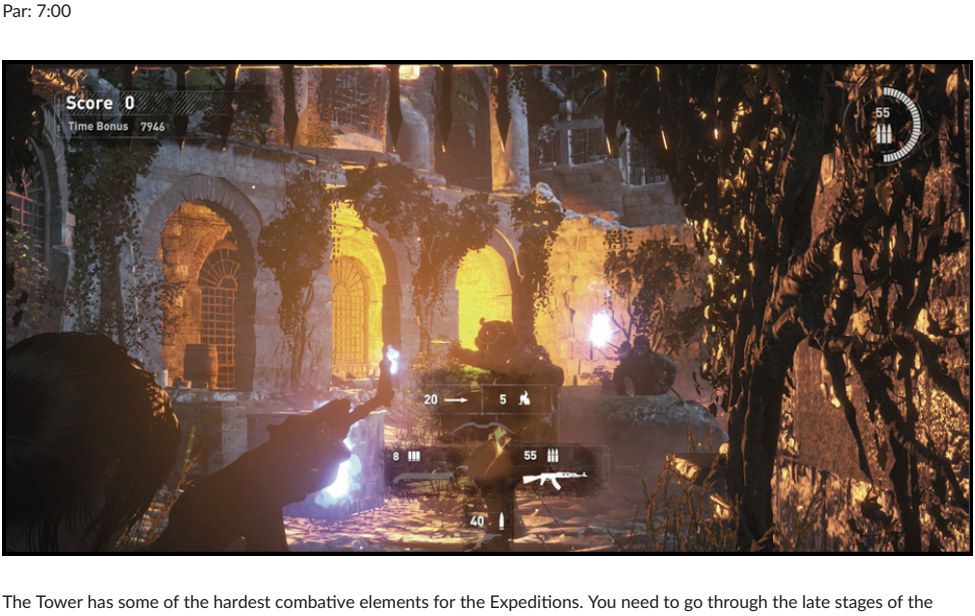
Though somewhat tough, this Expedition is also one of the most enjoyable because it has so many stealth ambushes in your favor. Lanterns in this Expedition are hidden even better than usual. Make sure to look all over the first two open areas as much as you can. Some of the Lanterns are hard to see unless you get onto the hills in the northern bazaar, or go into the side corridors in the lower section.

You start with a Shotgun in this one, which is excellent for taking out chickens. They're worth serious points, as always!

During your stealth attacks, make sure that you don't take any risks. If someone sees what's going on, switch to a faster weapon and take the kill. These guys can break your combo in a single shot, and it's not worth a risky headshot if you might end up dropping a x90 combo to get it!

THE TOWER

Par: 7:00

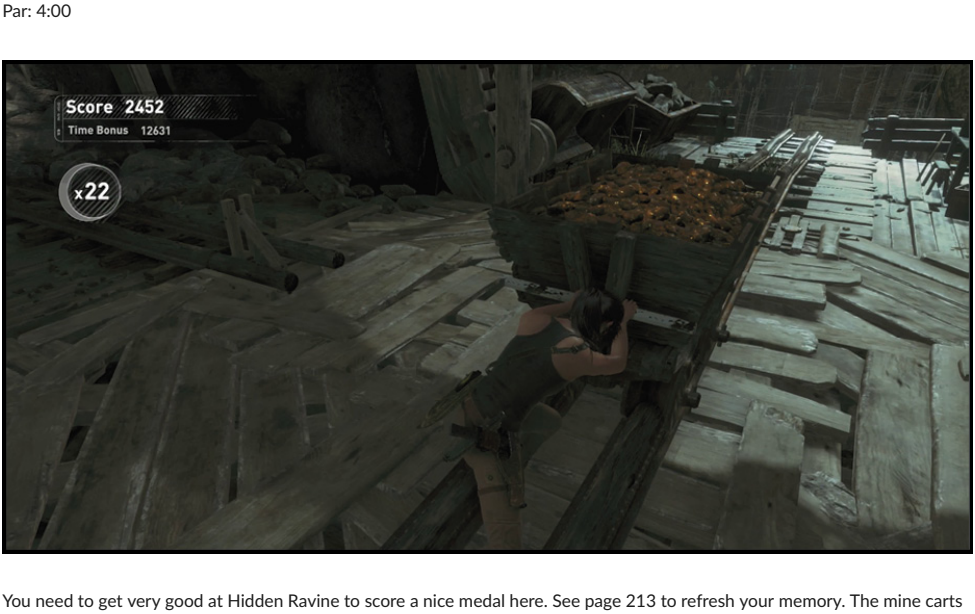


The Tower has some of the hardest combative elements for the Expeditions. You need to go through the late stages of the Acropolis, with heavy fighting, little to no healing, and few opportunities for ambushes. This is the worst possible situation for Lara, and combos are difficult to maintain.

Clean shooting, Specialty Arrows, and Shotgun attacks at close range are the way to go through this. You are likely to reload the level multiple times if you're trying for a gold, so this is one of the better Expeditions to save for later. Get a bronze star early on, which is actually pretty easy to go, and then come back when you have more Challenges and Cards to mess around with.

THE PIT OF JUDGMENT

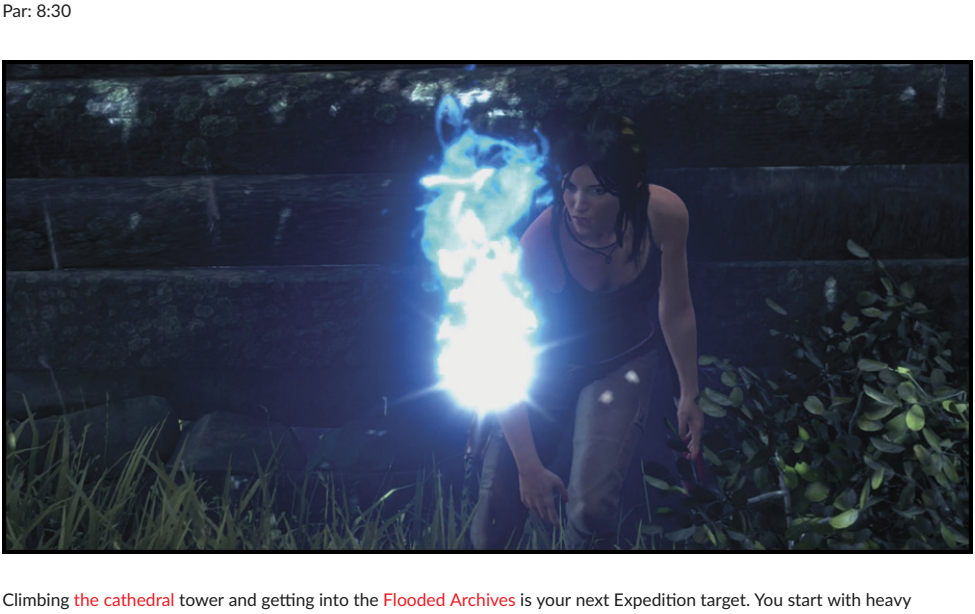
Par: 4:00



You need to get very good at Hidden Ravine to score a nice medal here. See page 213 to refresh your memory. The mine carts are a nightmare in these puzzles because your combo timer runs down even when you're pushing them. To compensate for this, you need to avoid picking up the easy Wisps around the carts, and use those as combo extenders after each few steps of movement with your carts. This can get pretty frustrating, but it's a short Tomb and that makes your practice fairly fast.

APPROACHING STORM

Par: 8:30



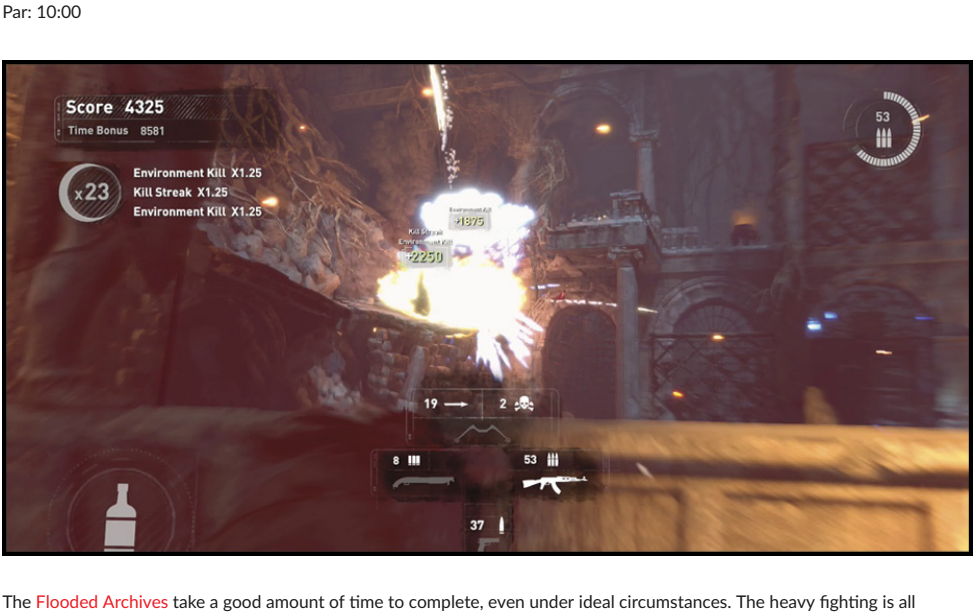
Climbing the cathedral tower and getting into the Flooded Archives is your next Expedition target. You start with heavy fighting and then have to complete fairly challenging traversal sections to keep your combo alive to the end. Bronze stars are very easy to score. Silvers are very doable. The gold stars are really tough because you have to do so well early on but then carry it through without messing up. Otherwise, you just don't have the multiplier you need to make the latter two-thirds of the map mean as much.

Superb stealth is essential. The fights in the town are large and valuable. Even if you don't take any hits, the tally doesn't add up well if you abandon stealth for raw kills. When assassinations fail and you are forced to fight, use Grenade Arrows to kill clusters of enemies quickly and with maximal bonuses. Lanterns are at a minimum here, so you can't count on them to keep your combo going.

Oh, and remember the hunting cat at the base of the cathedral? Don't get hit by that beast! Either sprint around the creature, use Specialty Arrows to poison it, or blow the thing up quickly.

FLOODED ARCHIVES

Par: 10:00



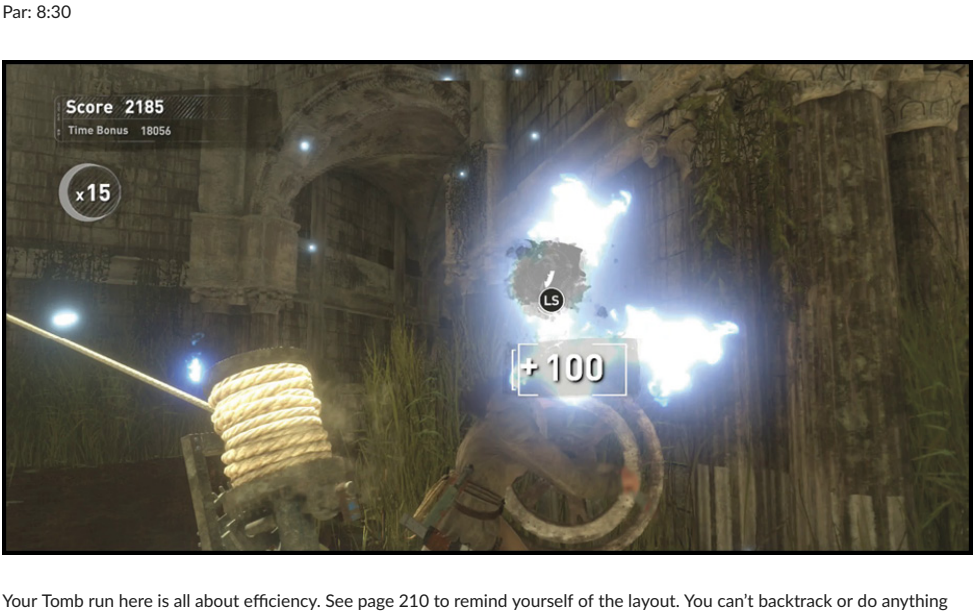
The Flooded Archives take a good amount of time to complete, even under ideal circumstances. The heavy fighting is all frontloaded, which is really good news. This means that you can reset without much pain and perfect the point-rich section of this Expedition.

Okay, so how do you beat these tough fights and get the most points out of them? Greek urns get you safe and fast kills. They're excellent. You also have a great supply of Mushrooms. Use Poison Arrows for lucrative kills that don't require the setup time of headshots. These enemies are well armored anyway, so sniping just isn't worth it.

Make sure to save Lanterns and Wisps in both of the first two rooms. Not only are these often worth more than their respective battles, you sometimes need them during the fights. Enemies have to cut their way into the rooms, and it's possible to lose your combo while waiting for them. Instead, use that time to bust Lanterns or grab nearby Wisps.

BATHS OF KITEZH

Par: 8:30



Your Tomb run here is all about efficiency. See page 210 to remind yourself of the layout. You can't backtrack or do anything frivolous without losing your combo. There are Lanterns in the main room to let you extend your time, but the Wisps are really your way to keep going without having to stop constantly.

Your goal is to get onto the boat and crank it through the Wisp trail to get to your goals. Save the Lanterns for the later portion of the level because they get you more points and are necessary for saving the combo once the Wisps trails are eaten away.

There isn't much fat to trim, so practice keeping your time as tight as possible to get a decent bonus at the end. Extra collecting can only get you so far, because there aren't that many things to pick up this time.

RESEARCH BASE

Par: 15:10

Score 3001
Time Bonus 8466
x3
Stealth Streak X1.5
Kill Streak X1.25
14
+375
Kill Streak
Stealth Streak
+525

A huge portion of Research Base is included in this Expedition. There are many ambush fights that are in your favor, but there are also a couple of big firefights that are harder to control. Use the upper branches of the trees to scout out enemy patrollers and get the best attacks on them. You need to get a great range of stealth kills early in the map.

The lake fight is rough. That's the one that you need to be patient with. Swim to the farther edge of the lake and use Survival Instincts to pick off the weaker, isolated targets as well as you can. Do not turn that into a full battle before you have to.

This is another Expedition where it is easier to grab the bronze and silver stars by far. Points come in very well if you're thorough. Claiming a gold star is very demanding, because a full combo on this map cannot be guaranteed, even with some practice.

THE ORRERY

Par: 3:30

Score 4816
Time Bonus 903
x31

For a short burst through a simple area, here you go. The Orrery doesn't have any fighting, so you just need to practice the puzzle that dominates this area. It's an easy one, but keeping your combo while doing it is always a challenge. A bronze or even a silver is doable with missteps, so you're going to earn free medals here without putting in any time.

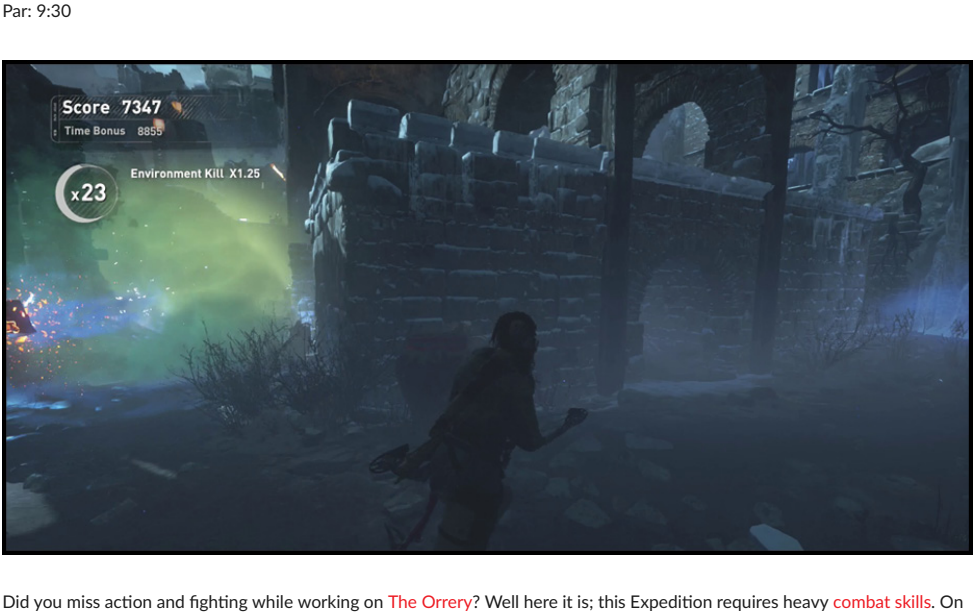
For gold you have to nail this with speed and precision. That means no falls, and no missed Bow shots when turning the rotating arms into position. On each platform, make sure to save Wisps so that you can scout your next move and rotate things without running out of items to extend your timers.

Also, make sure to blast the Lanterns in the lower portion of the room before leaving that first major platform. They won't be very visible from higher up.

Search for Coins and the side Mural when you're on the middle tier. These are great point items.

PATH OF THE DEATHLESS

Par: 9:30



Did you miss action and fighting while working on The Orrery? Well here it is; this Expedition requires heavy combat skills. On Survivor, you get so many points for each kill that a Silver is almost certain even if you break combo constantly.

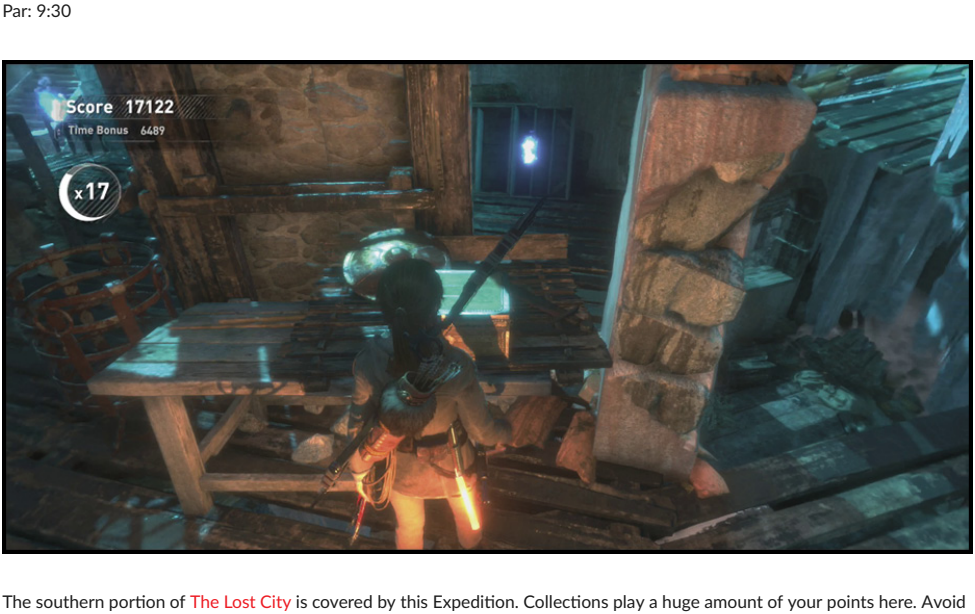
Harvest the boxes of supplies at the top of the map, and shoot a number of Lanterns that are off in the distance before taking the zip line down into the village. You won't have much free time to hunt for extra Lanterns once you're down there, and most won't be visible from the lower area.

Once you're inside the settlement, switch to heavy weaponry. You can't have any drawn-out fights. Thus, Poison Arrows and Grenade Arrows are almost your entire arsenal. They'll provide fast kills and huge point totals for as long as your supplies last.

Watch out for the burning Greek Fire in the area. It's the same color as Wisps, which sometimes leads to confusion as you rush toward the blue glow and find out that you're far away from anything useful.

GATE OF KITEZH

Par: 9:30



The southern portion of The Lost City is covered by this Expedition. Collections play a huge amount of your points here. Avoid the fighting in the lower streets for as long as possible, and run along the upper sections of the city. Collect Wisps, shoot occasional Lanterns, and take out any patrollers below with Poison Arrows (for instant kills).

You can comfortably grab the silver star without any time bonuses, and potentially the gold as well. If you collect items really well, you get many points here. Any time you see something that can extend your combo, stop before collecting it and use Survival Instincts to see if you can spot additionally goodies before you extend your combo. This careful use of your time makes it much easier to collect everything that isn't nailed down.

The approach toward the southern trebuchet is extremely hard. Taking a hit is tough to avoid, and that's why you don't want to trigger the attack at the gate until you've gotten everything that you can.

CHAMBER OF EXORCISM

Par: 5:30

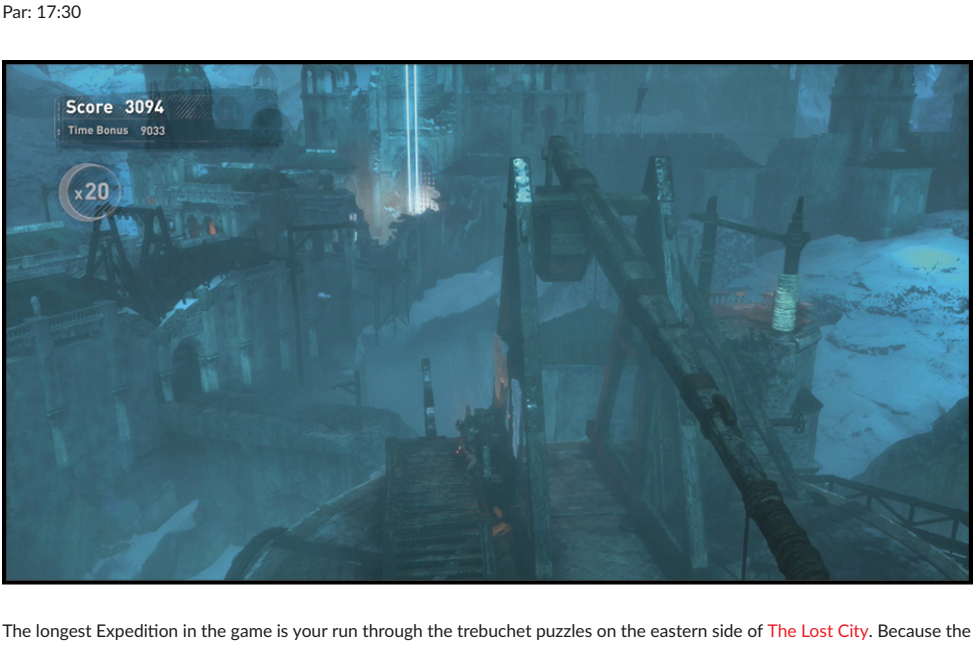
Score 75
Time Bonus 18717
x3

A fast run through this Tomb gets you another decent medal without investing much time. The trick with this one is to avoid damage from all of the explosions that you have to trigger to complete the puzzles. Always back off and give yourself plenty of space. See page 238 to help plan your route.

Because this Expedition is small, you get a massive percentage of your points from a speed bonus. Make that your primary goal to get this gold medal.

OUTSKIRTS OF KITEZH

Par: 17:30



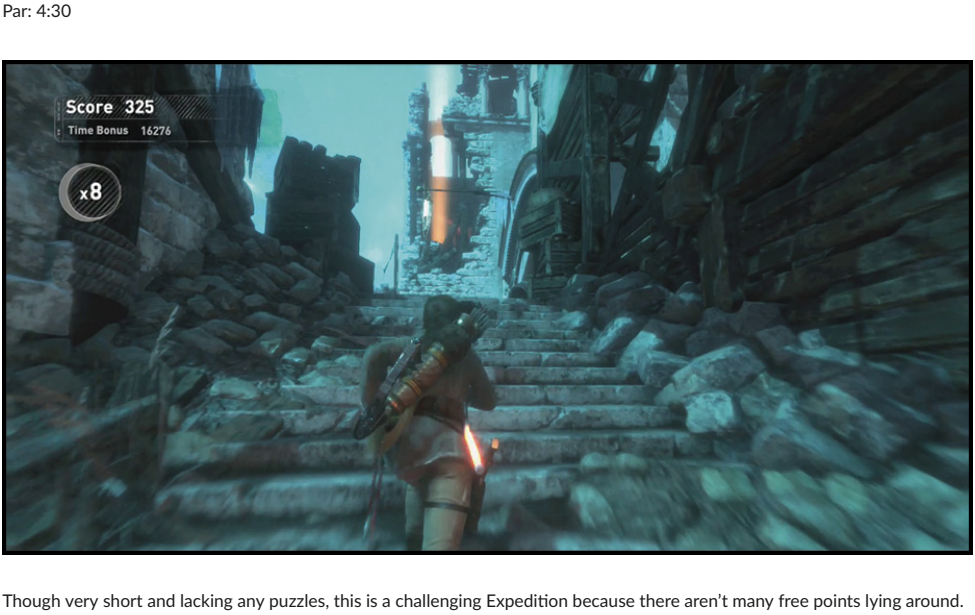
The longest Expedition in the game is your run through the trebuchet puzzles on the eastern side of The Lost City. Because the trebuchets pause your combo timer when you're using their cranks, this is very doable. However, the Deathless Archers make life quite difficult.

This is especially the case when you're making the transition between the first and second trebuchet. Use long-range attacks to clear the Archers before doing any collecting. That's your only good chance of maintaining your combo.

Beyond that, you should read that section of the walkthrough on page 144 a few times so that you know the trebuchets puzzles backward and forward.

THE LOST CITY

Par: 4:30



Though very short and lacking any puzzles, this is a challenging Expedition because there aren't many free points lying around. You can't waste time and still get any time bonus, and keeping your combo alive is often extraordinarily difficult. You have to use Climbable Arrows like a boss, and know the route through the area perfectly.

We'd suggest that you leave this Expedition until very late in your run through the entire list. Even the bronze can be tough to secure until you've practiced this Expedition.

CHAMBER OF SOULS

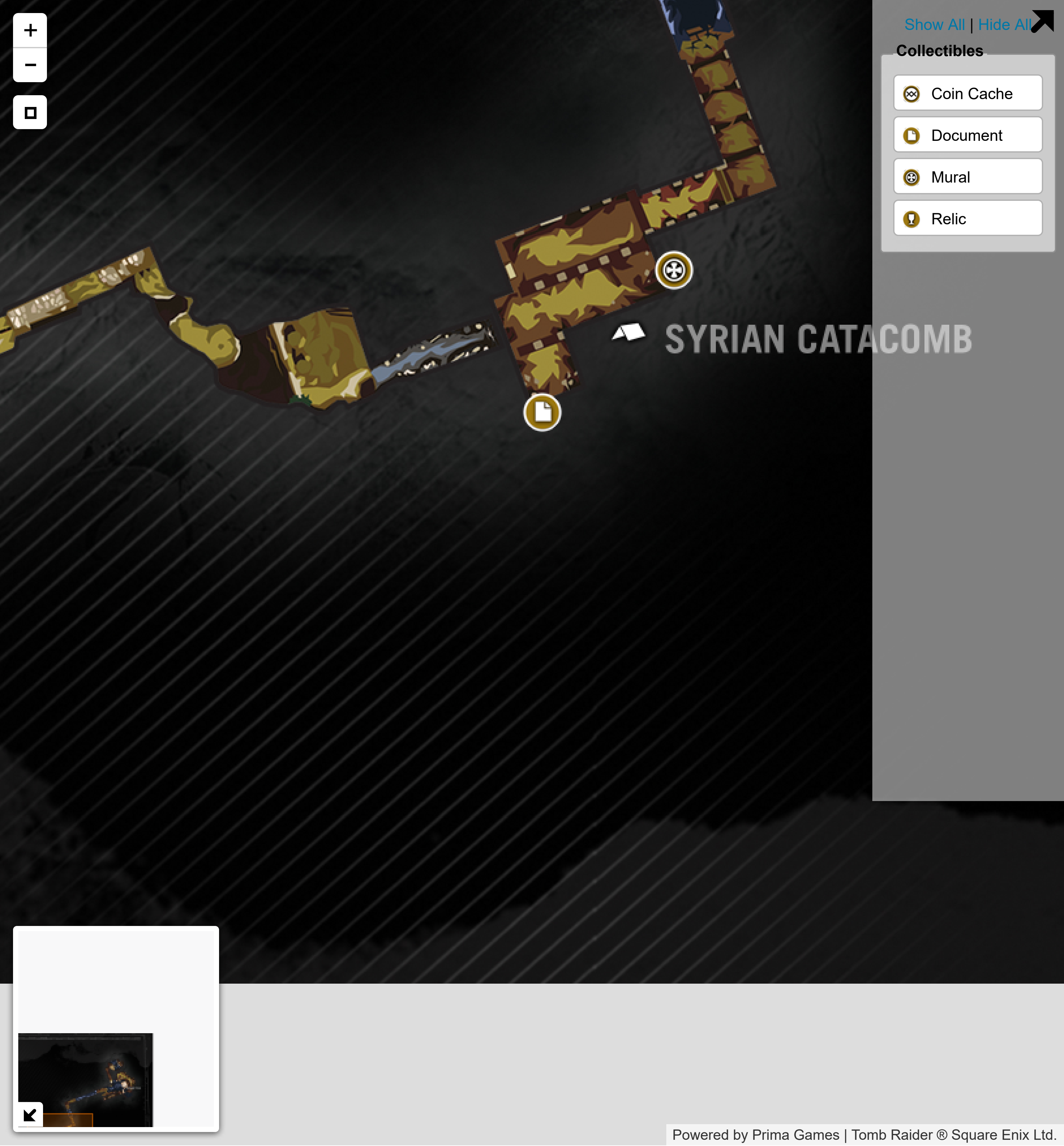
Par: 11:00

Score 26479
Time Bonus 6237
x22
58

Lara's heavy fighting toward the top of The Lost City is covered here, and that includes a major boss battle. On Survivor, you get enough points to grab a free silver star even if you break your combos almost constantly. The targets are just worth that many points per kill. Use Poison and Grenade Arrows to grab multiple kills with some of your shots, and watch your score skyrocket.

Complete the game so that there aren't any spoilers to worry about, and then read through the end of the walkthrough starting on page 150 a couple of times to get the techniques for the boss battle down pat.

Your limited ammunition during the big battle is one of the most serious issues. Make sure to loot the bottom of that area for extra supplies, and make the most of them when you fight the waves of targets in between helicopter sequences.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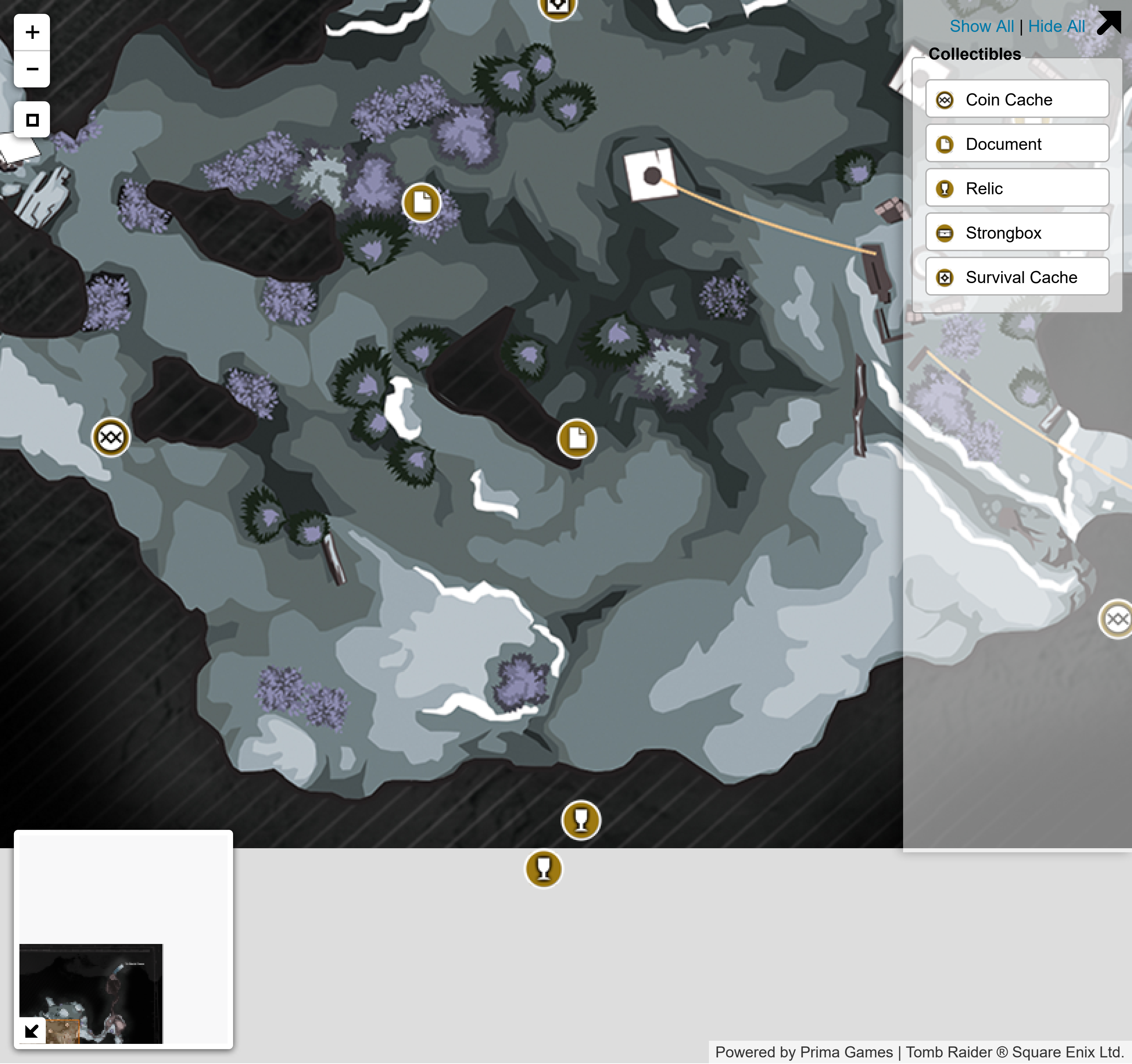
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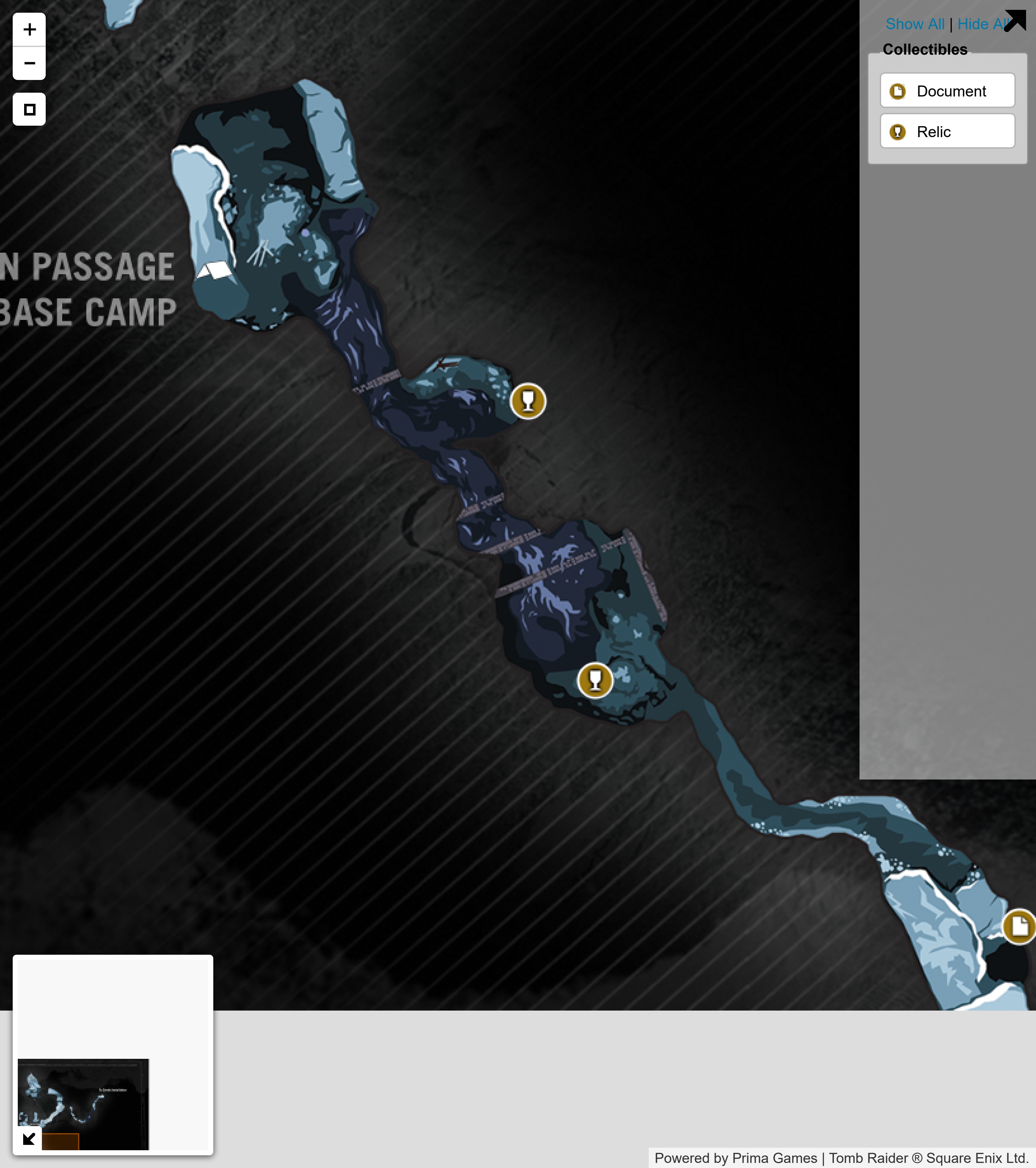
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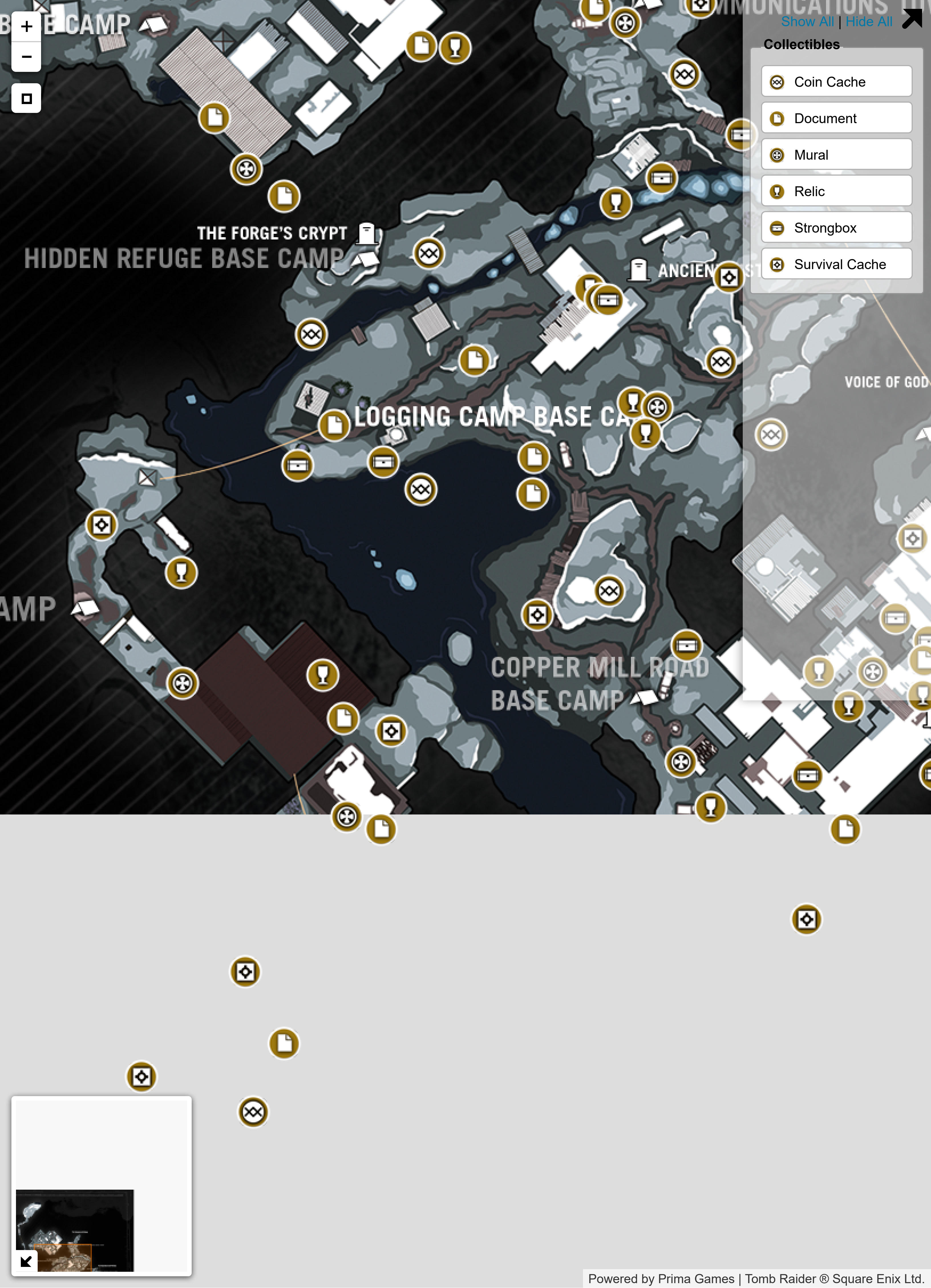
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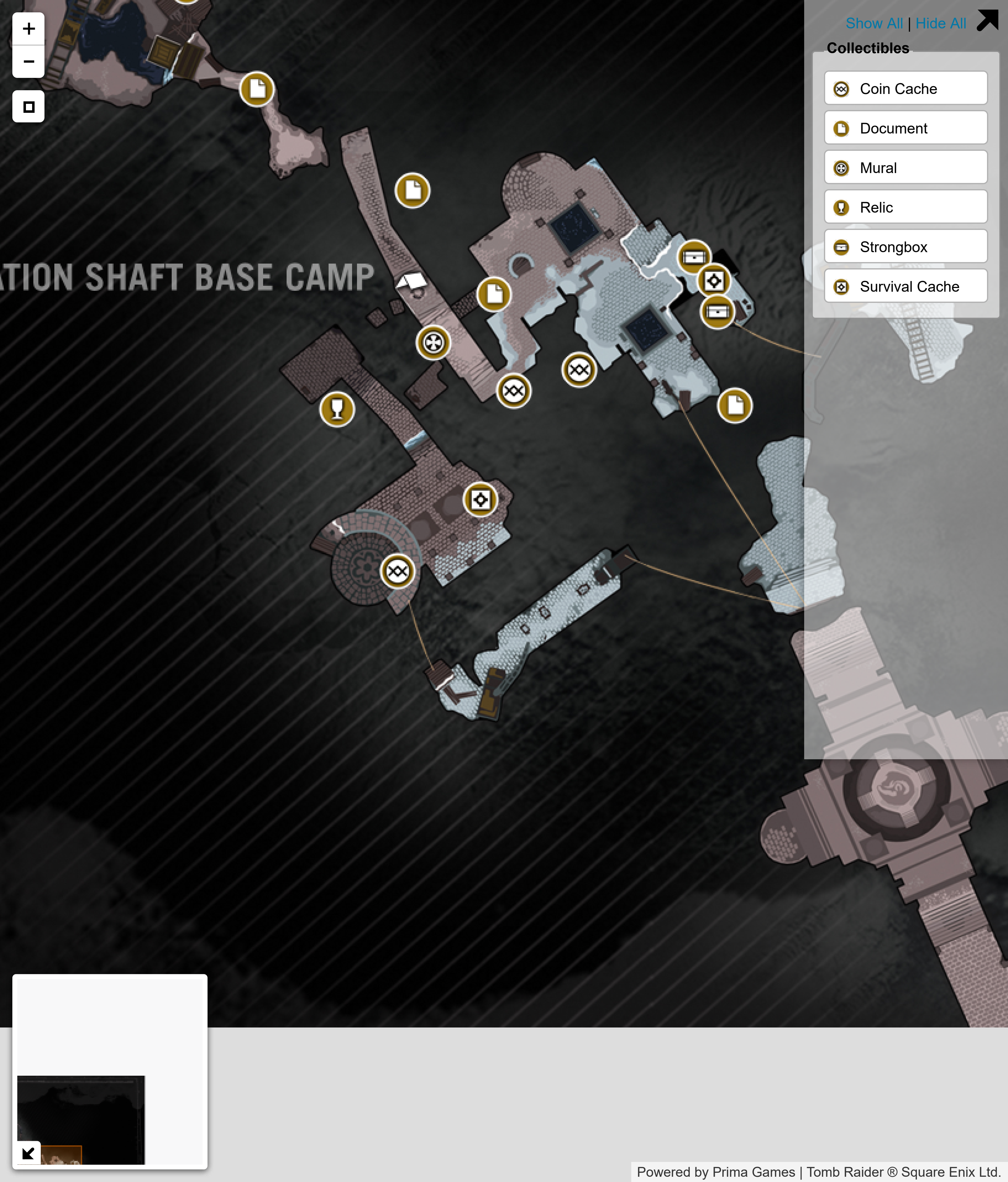
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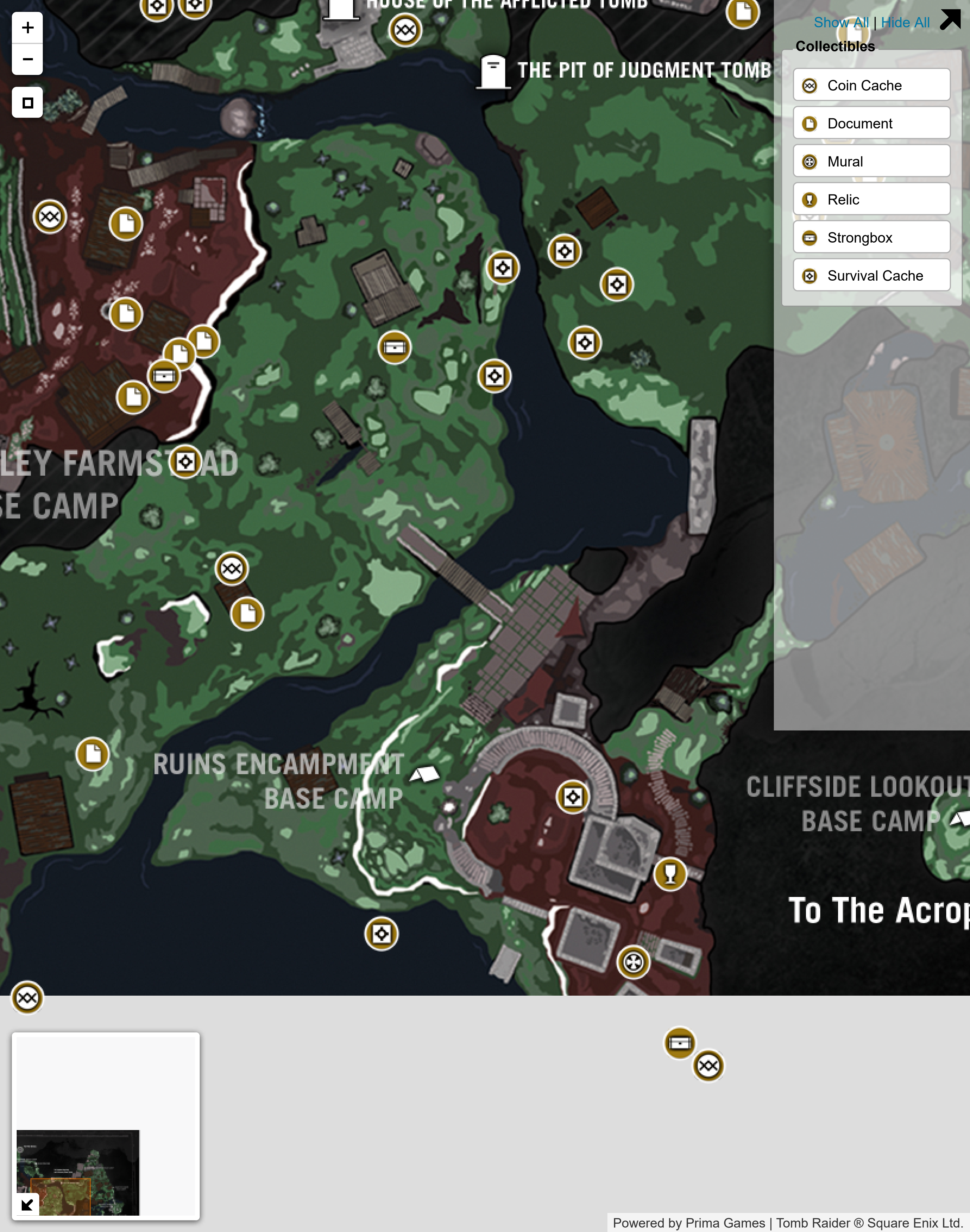
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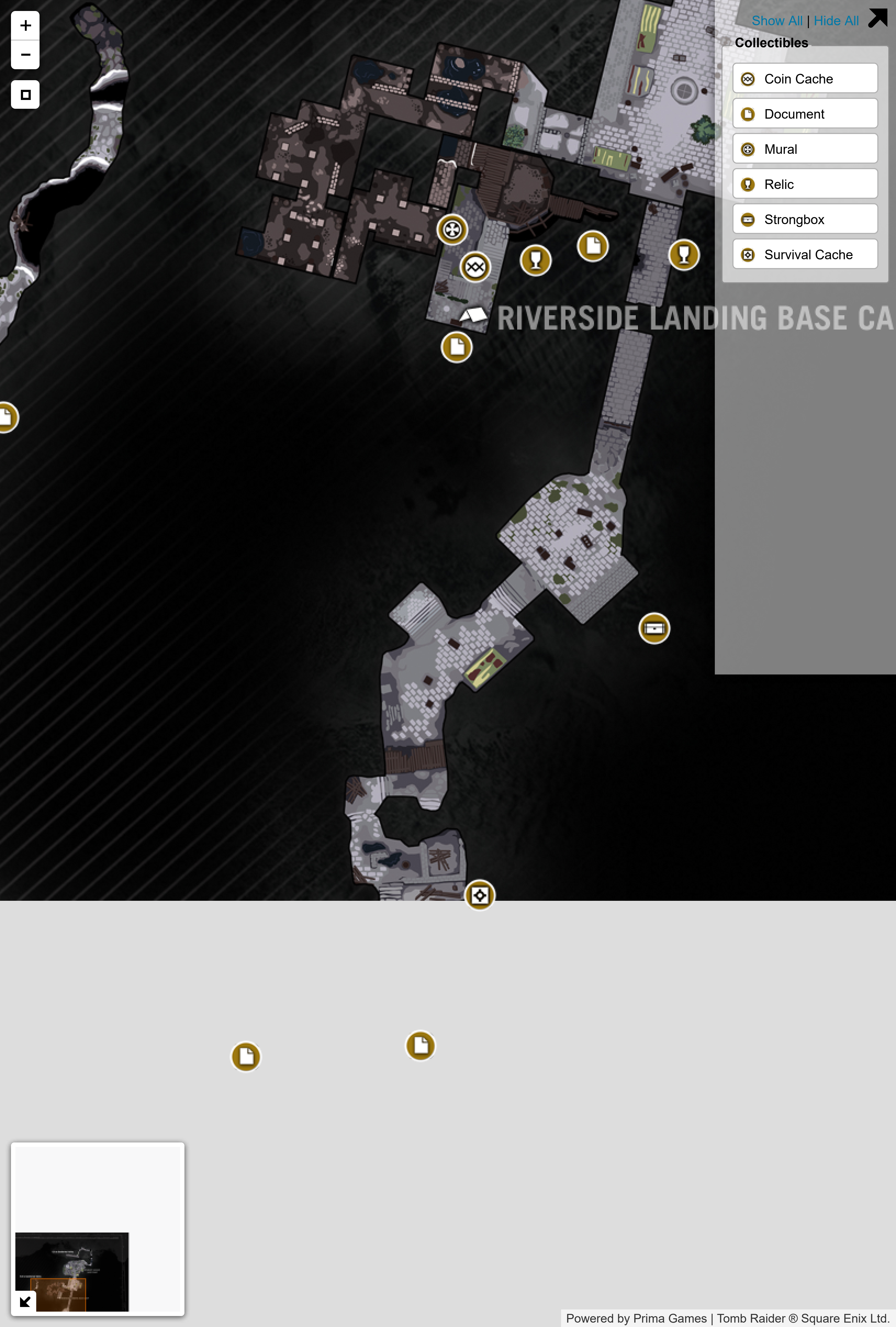
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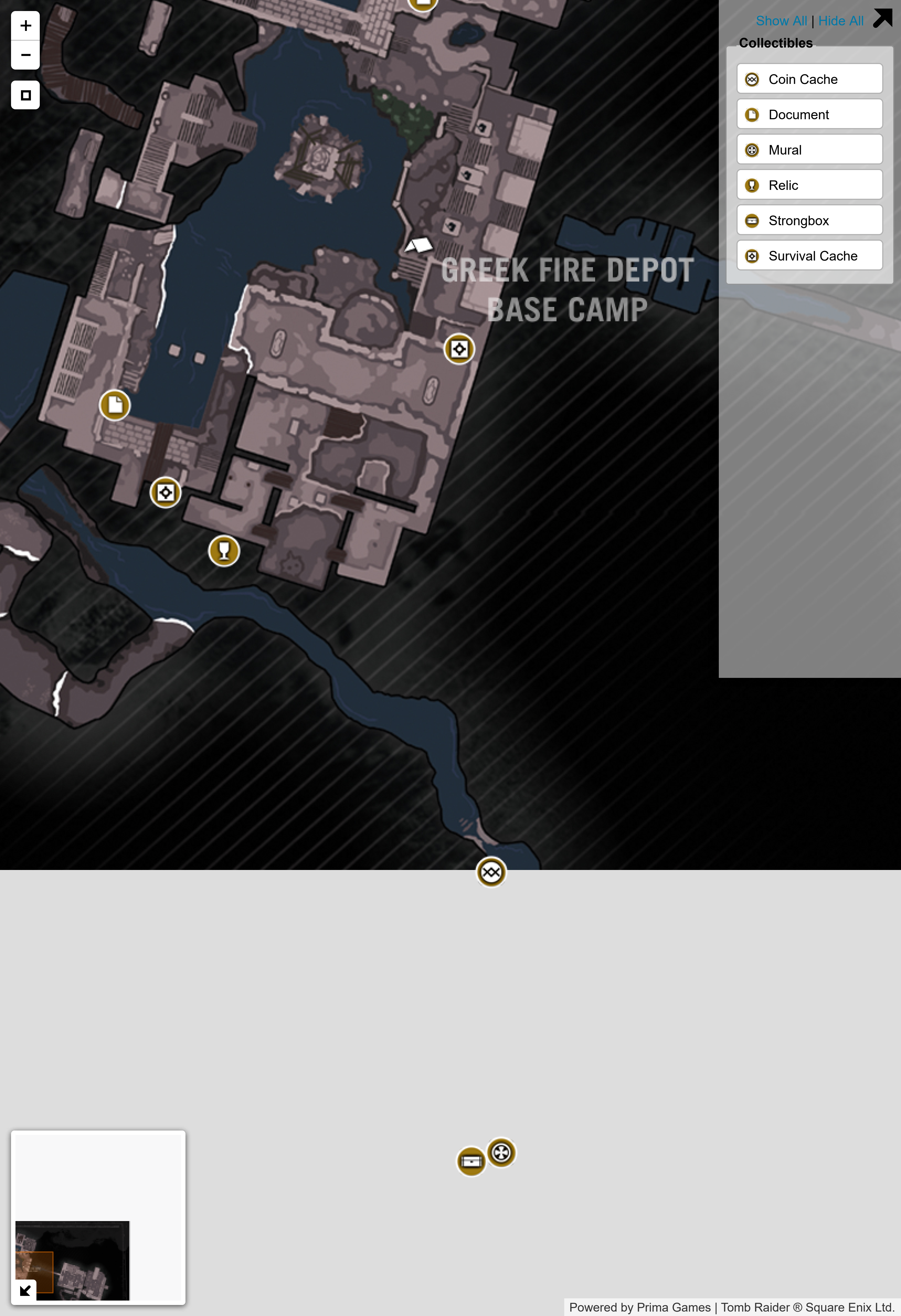
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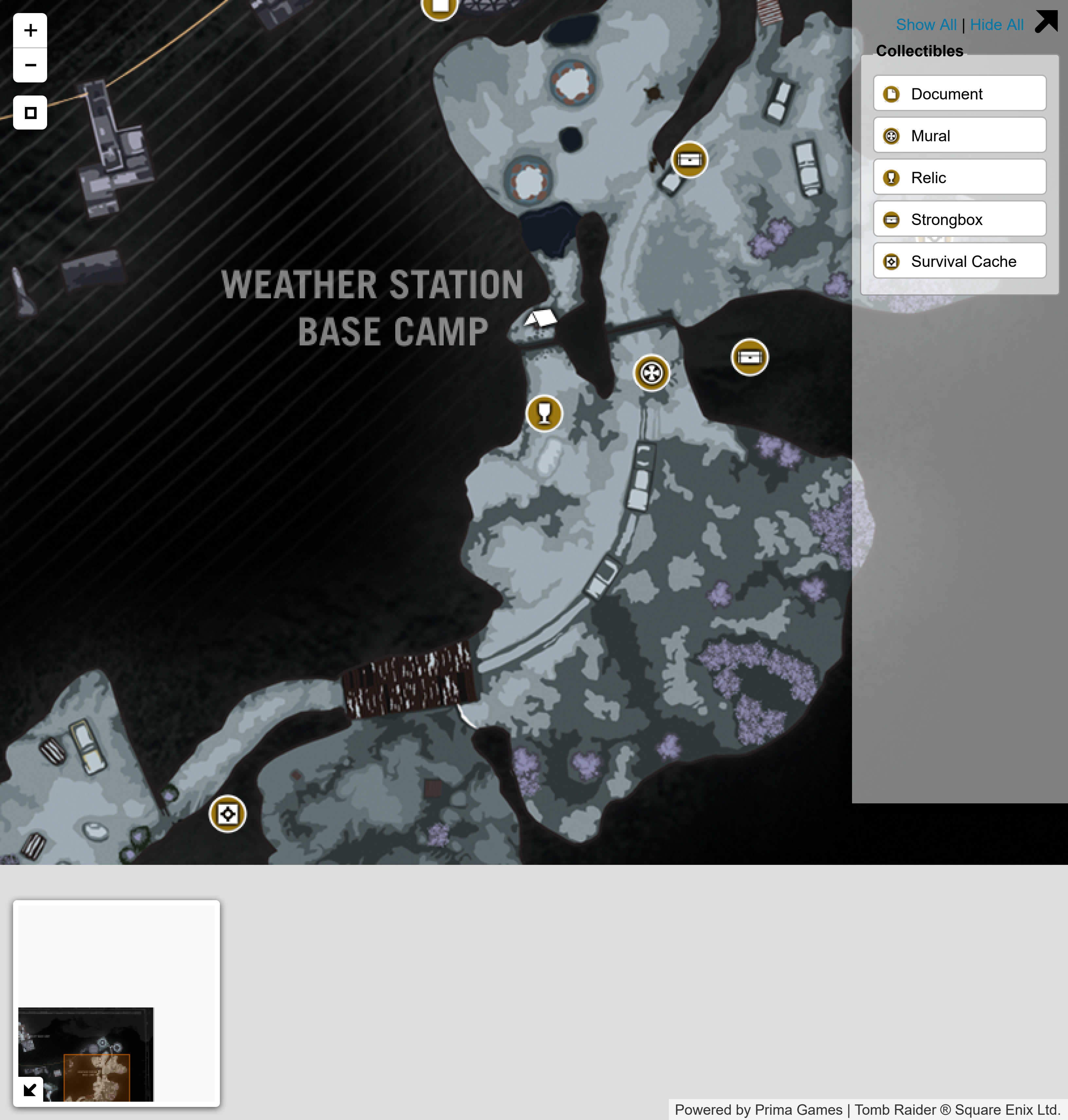
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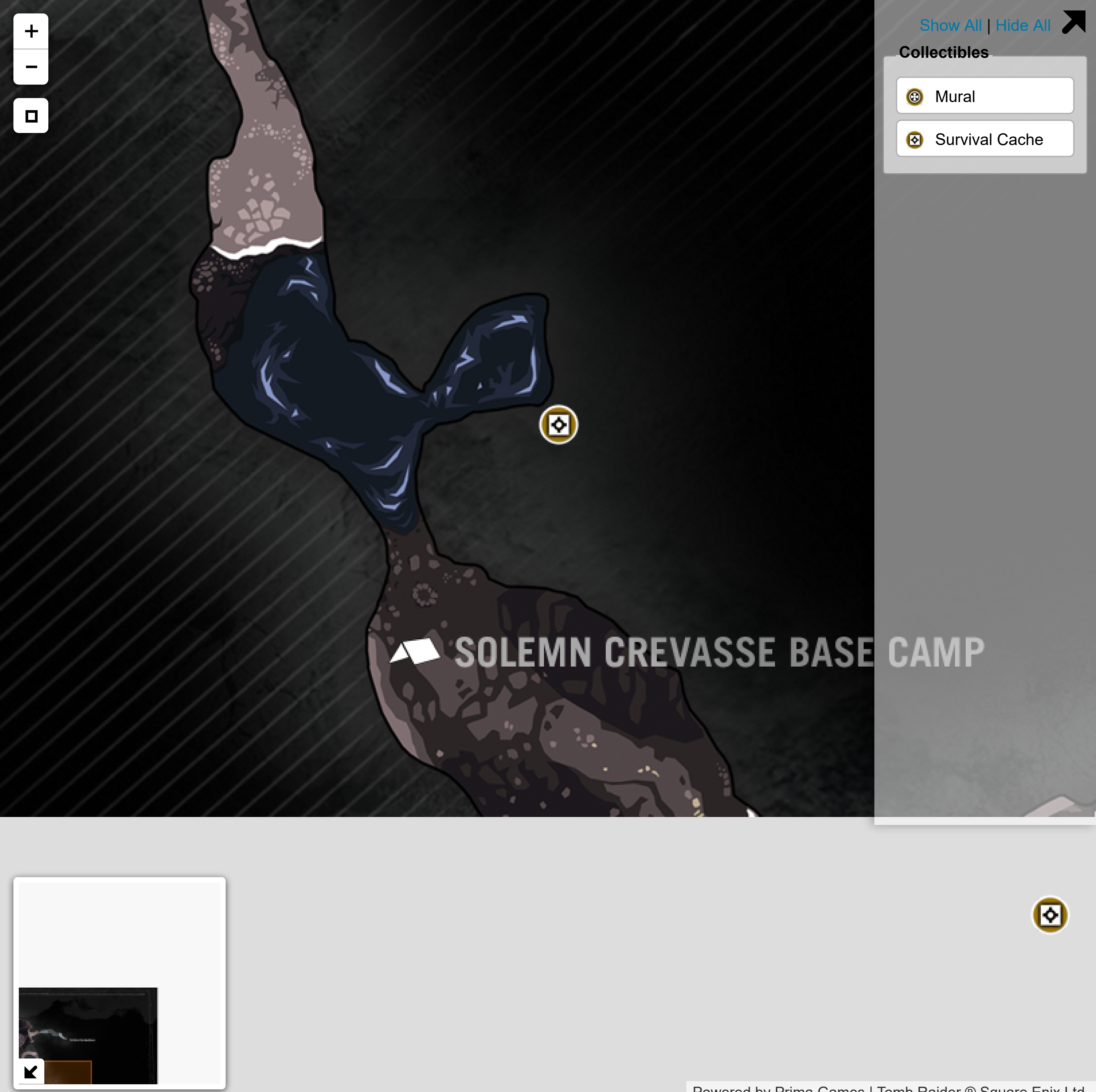
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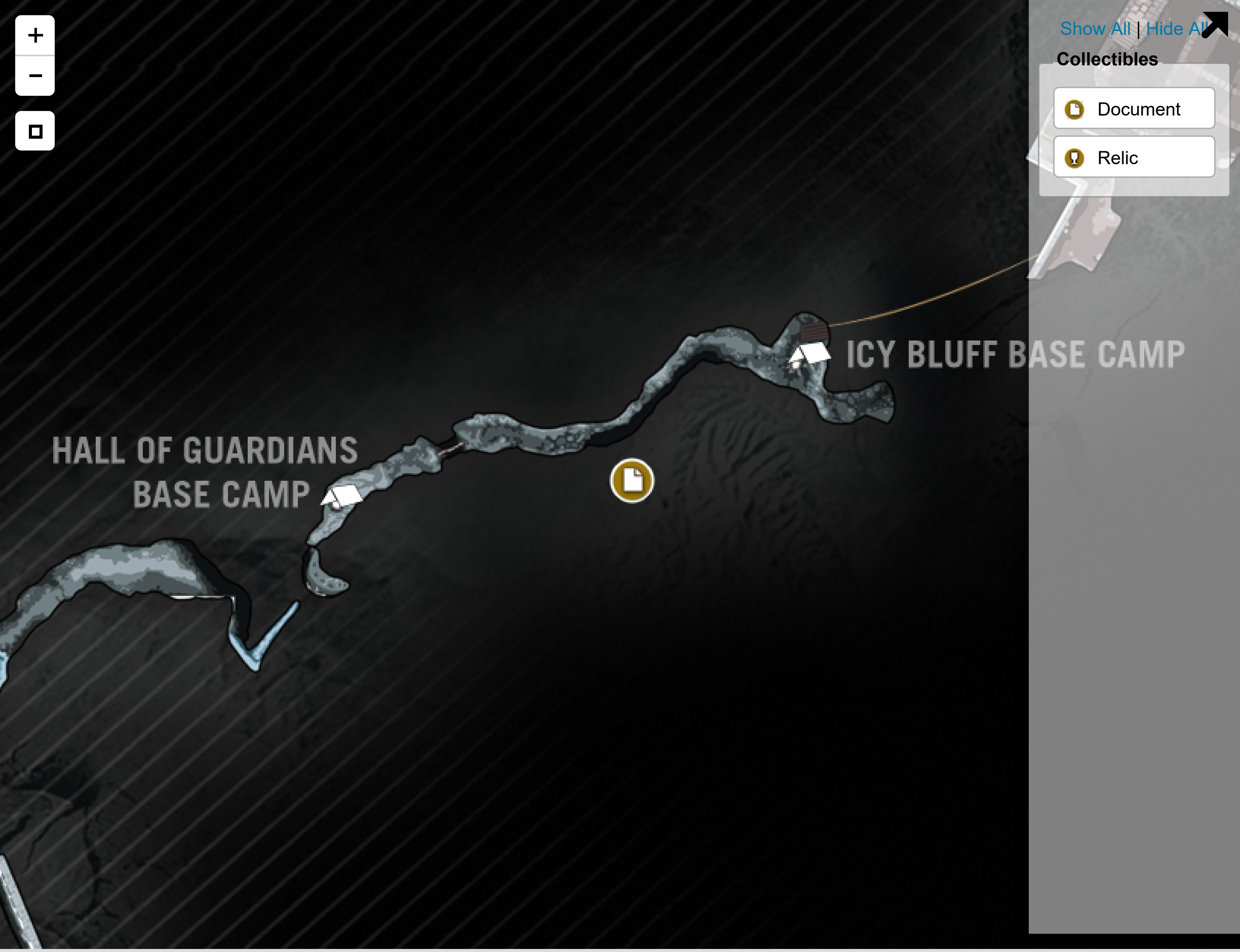
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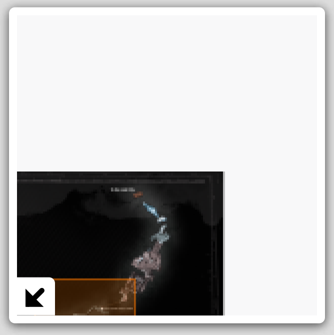

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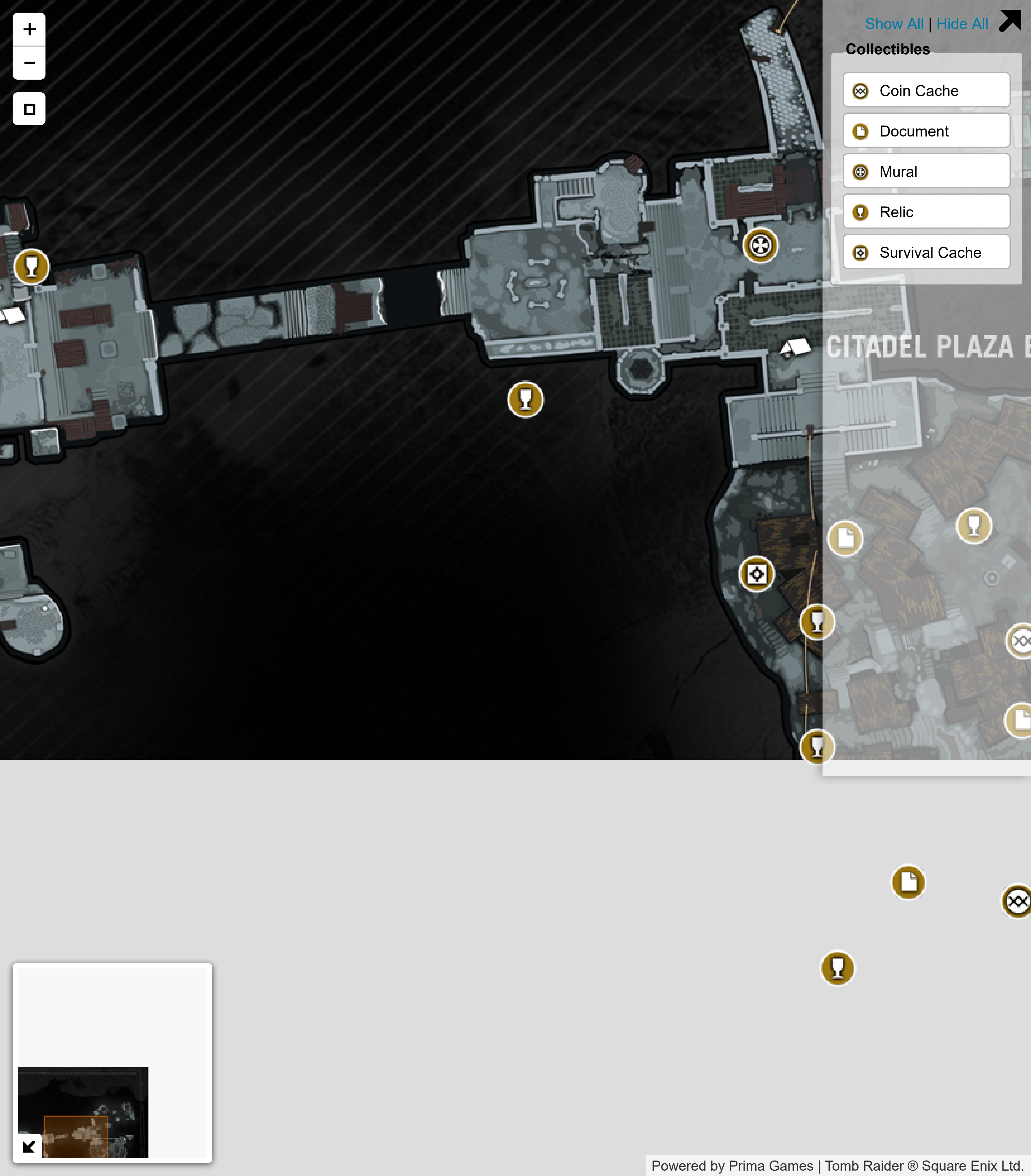
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